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INSIDE!!!

OCEAN'S DARKMAN
U.S.GOLD'S ALIEN STORM
& DOMARK'S PIT FIGHTER

WIN A FAMILY HOLIDAY IN FRANCE FOR 4

SHOW STOPPER!

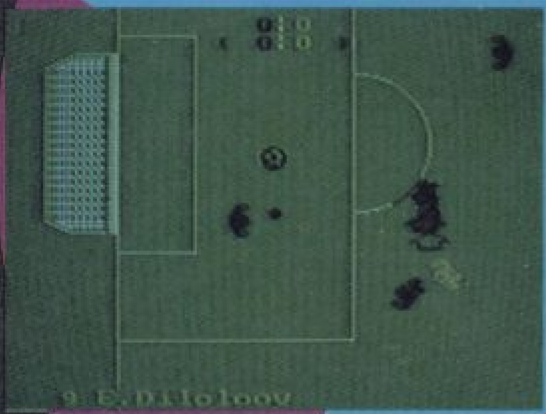
THE COMPUTER ENTERTAINMENT SHOW RETURNS SEPT 6,7 & 8th


GO WILD!
TOKI
No ugly wart-nose is gonna make a monkey out of me! But that's just what that witch has done - one minute I'm the mighty Toki and the next I'm having breakfast delousing my armpits, I can't walk a step without tripping over my knuckles and, oh, there's an overhanging vine - time to swing out sister! But my broken heart is going ape. My beloved Miho (I can't wait to share a banana with her) has been kidnapped and somehow I've got to regain my manhood - until then I'm just swingin' in the rain!
The arcade sensation by Fabtek Inc. is now available for your micro.
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contents

SOFTWARE



FAB FOUR 4

Oo-er. It's smaller this time isn't it? Well indeedy yes, but all the Speccy mags only have two full games on their covers (Hurrah! - ELSPA.) So we've got to look at the BEST games and **OCEAN**'s **G.U.T.Z.** and **FIREFLY** are no doubt the best two games you'll get! And don't forget the Captain's Bumper edition of load-in Pokes and Tips Amazing!!!

PREVIEWS 8

THUNDERJAWS, FINAL FIGHT and US Gold's BONANZA BROS all in glorious colour plus a few suprises!

HACK SQUAD 16

The Turtles get turned expertly around the parade ground this month - along with all the usual tips, hints and maps!

BLUEPRINT 28

DoMark's PIT FIGHTER gets the full treatment from the Crew this issue.



CHECKOUT 62

Steve 'hippy' Keen goes looking around the shops and followed by security guards as he Checks Out what's new and groovey (agh!) in the high st.

COIN - OPS 56

John Cook, for it is he, straightens his trigger finger and points it in the direction of the local arcades.



DISTRIBUTION
BBC FRONTLINE
SU SUBSCRIPTIONS/BACK ISSUES
PO Box 500, Leicester, LE99 0AA. Tel 0858 410510
Typesetting by G n' S type
Colour work by Proprint.
No part of this magazine may be used for hitting people with. It's really violent and Steve gets really upset man! No part of this magazine may be reproduced unless you're really old (over 90!) in which case please go ahead and have as much fun as you can whilst you can. We're all off on our hols this month and so next month we'll be printing all the piccies that we take and letting you know how we got on. If you'd like to have some of your holiday shots included then please send them to Steve's Holiday Snapshot Corner, SU Towers, Priory Court, 30-32 Farringdon Lane. London EC1R 3AU. We can't undertake to return any shots to you unless you enclose a stamped, addressed envelope. See ya next month!

THE FAB FOUR

GUTZ

Fancy squirming around in some alien's intestines? No? Tough! 'Cos that's the task in hand. You'd been asked to have a chat with an enormous being recently discovered in space, who then decided to have some lunch. You.
Finding yourself in this creature's innards is not good news, so it's up to you to escape. Meander around the tubes and ducts and destroy all the vital organs you come across. Collect the parts of the super-weapon hidden in boxes. And, of course, liquidate any antibodies you meet!

LOADING THE GAME

For 48K owners, the usual LOAD""(ENTER) will access the game.

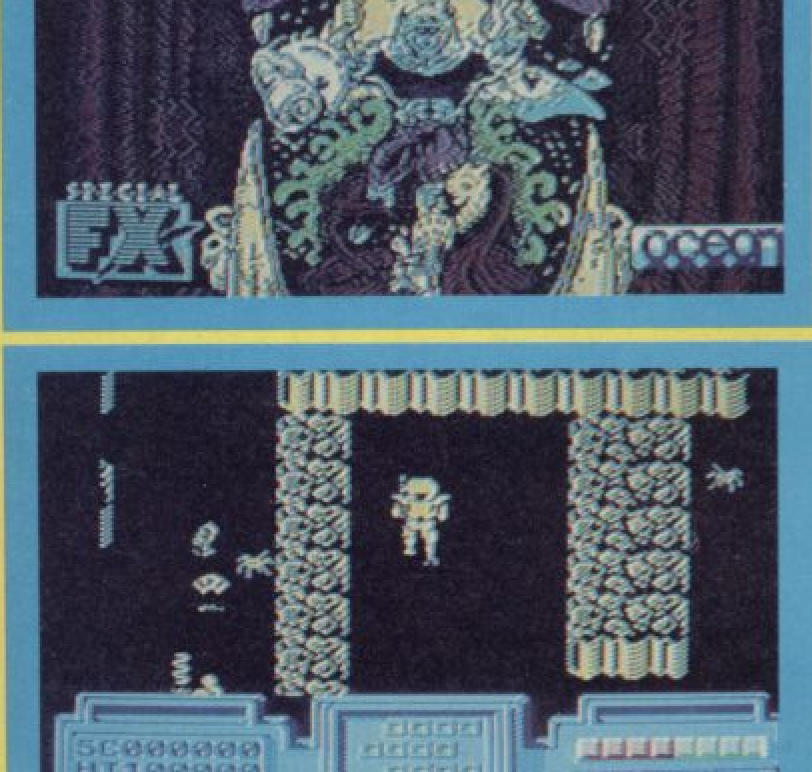
CONTROLS

Either use a Kempston, Sinclair or cursor joystick, or the keyboard:
UP - Q DOWN - A LEFT - O
RIGHT - P FIRE - M PAUSE - SYMBOL SHIFT
ABORT - BREAK SHOW MAP - N
Here are some items you'll find in your travels:
SPARE HELMETS - Give 2.5 minutes of protection; **KEY** - Opens door to Super-weapon on each level; **CRYSTALS** - 3 minutes of rapid-fire, plus organ repellent; **MAP** - Gives vital info on area. Has 3 minutes of use; **BOXES** - Contain the pieces you need to finish the game; **WEAPON HOLDS** - Hidden in the artery walls, each has its own effectiveness; **EXTRA LIFE** - Awarded for every 10,000 points

HINTS AND TIPS

Getting a bit stuck? Then refer to these handy hints:
Make sure you keep moving. Use the helmets carefully - don't run out at the wrong time! The way ahead might be a step in the wrong direction (pretty cyptic, eh?). A good explorer misses nothing. Check absolutely everywhere. If the key fits use it! The way to a monster's stomach is through its heart (an Ocean joke, sorry).





FIREFLY

THE SCENARIO

It's usually fun to come home after a long journey, but imagine finding that your home's been demolished! This is what's happened to the crew of the starship FIREFLY. They've returned from deep space to find that an alien empire has destroyed Earth!
Vowing to fight back, the game puts you in charge of the FIREFLY. Wipe out the enemy network of grids by moving around the Dead Zone and taking out an area at a time.

CONTROLS

Use a joystick, or the keyboard. Redefine it using the command or work with the defaults. The Space Bar pauses the game, and Break will abort the game.

SCREEN LAYOUT

The MAIN DISPLAY AREA shows either the Solar System Chart or the Current System Playfield.
The BOTTOM LEFT of the display: the DI-BAR indicates Directional acceleration, along with the Fual Storage Gauge and Damage Gauge.
The CENTRE of the screen shows the number of ships remaining or a scanner of the Current System Playfield.

HOW TO BE A FIREFLY

As commander of the Firefly your task is simple...you must destroy the mechanoid system framework, developed by the enemy, removing the vital energy source used to sustain its existance. This framework is represented by a system of grids - each being one of the following:

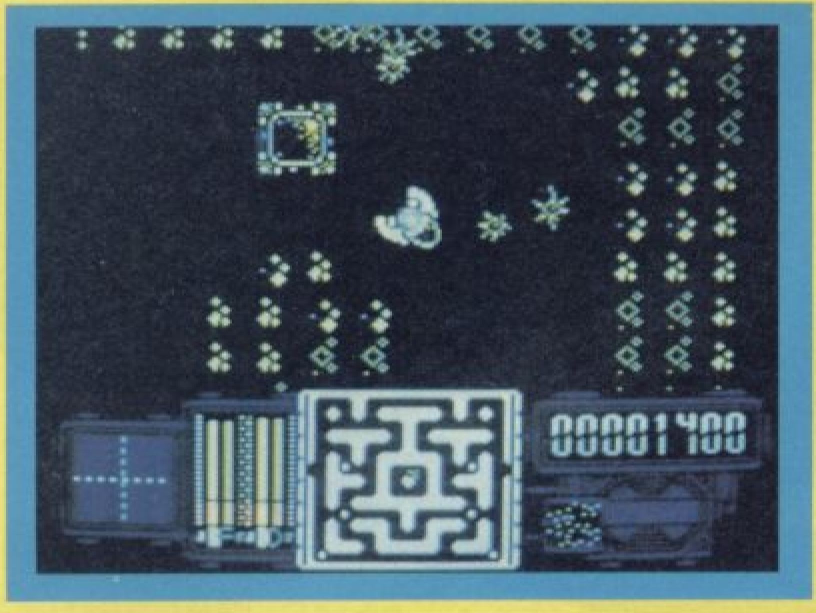
A ROBOTIC OCCUPIED AREA AN UNCONSTRUCTED REGION A ROBOT-FREE DEAD ZONE A PLANETARY SECTOR THE SYSTEM POWER SOURCE
The system grid is randomly developed each game. You always start in the DEAQD ZONE on the left.
Your movement ius restricted to the DEAD ZONE areas and can therefore only enter a system which is adjacent to one. You do so by positioning the Firefly on the appropiate square and pressing fire.
The unconstructed regions are the least protected. In order to get these you must over-ride its intrusion detection alarm system. Do this in time or suffer!

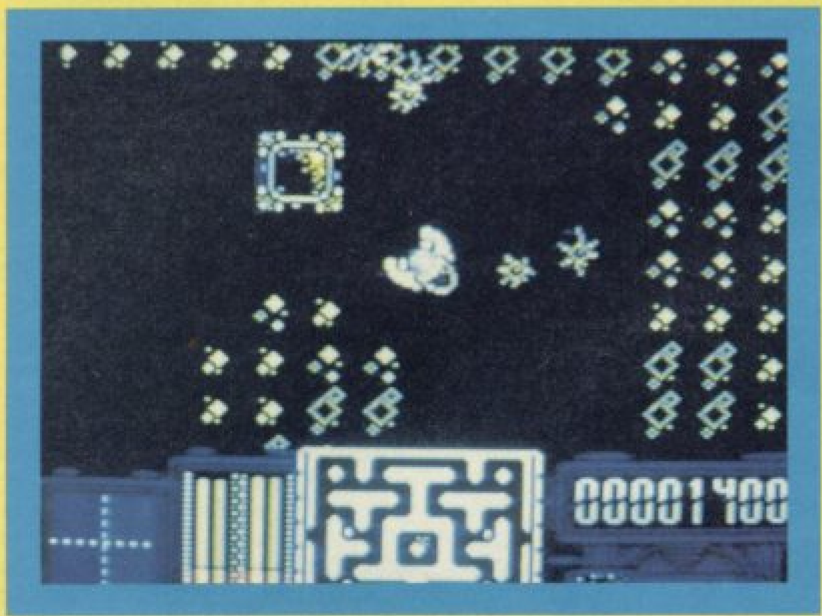
ENTERING A ROBOTIC OCCUPIED AREA

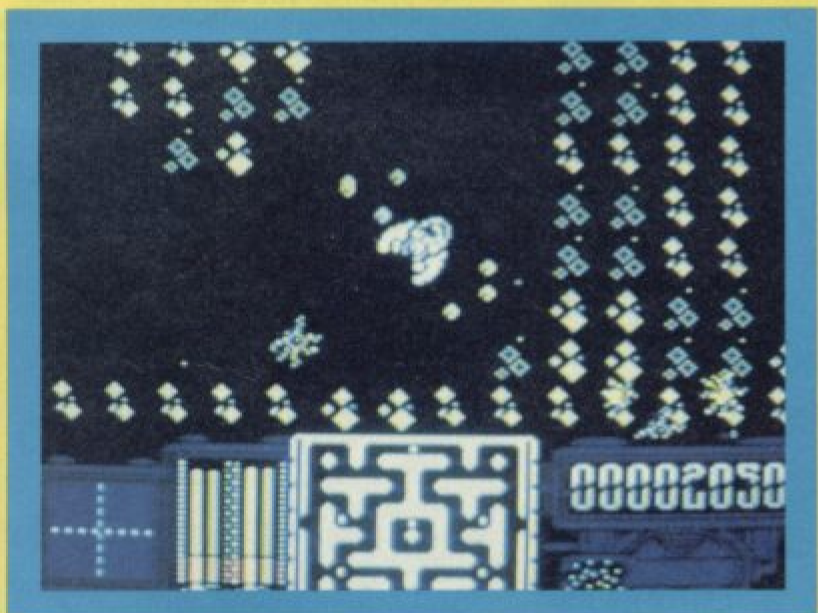
The solar system chart will be replaced by a close-up view of the area. The scanner at the bottom of the display will show the entire area and your battleship observed from a distance.
Your ship is equipped with an ion thruster and plasma disrupter balls which can get you out of impossible situations and play havoc with with the enemy.
Each area has four main energy points (slow flashing dots) and two teleports (fast flashing dots). These are protected by a selected number of robots which will not show on radar. These can leave useful items. Destroy all four energy points by obtaining four excess energy units (YOKAS) which are constantly being dispelled into the playfield.

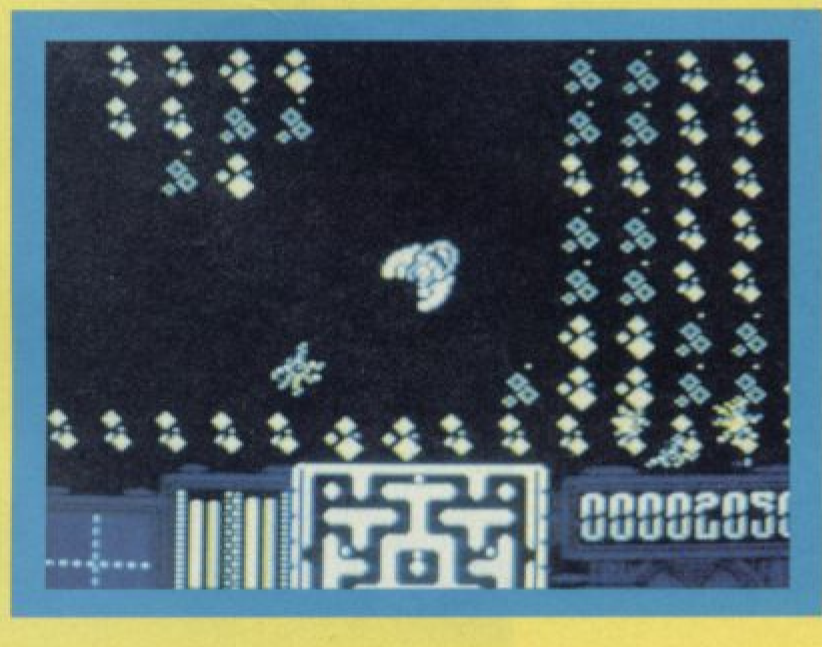
HINTS

Keep moving Things get more difficult closer to the main enrgy source. A herring may not be that red. Remmber the teleport blues! Getting all mixed up may be a better solution to the puzzle.









SU CREW



Garth Sumpter

The crew have been all over the M6 this month (no we haven't been hit by any juggernauts!) attending film premiere's and mixing with the big Knobs! One dark night Steve was forced to share a hotel room with Garth in Birmingham (Separate beds natch!). Being a restless soul, Steve was constantly aware of a muffled whirring coming from Garth's corner of the room. When morning came Garth was up with the birds scouring the room with wet hair looking for a drier. Not finding it anywhere Steve put two and two together and thrust back Garth's bed clothes to reveal the appliance in the middle of the sheets. Now draw your own conclusions!



Matt Regan

Baby fever hit S.U. this week as Matt brought in his sprog, Thomas. Deciding that Garth's lap was the least smeggy one to place his little cherub on whilst Matt changed his own nappies in the BIG boys room, he left him perched on Sumpter's knee. Thomas, taking after his father in many ways, didn't give two rusks where he laid his belongings and covered our hero's trousers from head to toe in baby wastage. To which the ever cheerful Garth said, "They needed a wash anyway!"



Andrea Walker

Never the one to shirk her responsibilities, Andrea has been supporting the English Heritage Trust by visiting Kenwood House and other such hoity-toity places. Recently she has been seen with a rich, tall, dark stranger of noble character and maturity. When questioned about the rumours by her boyfriend, Mike, she produced a tall bottle of claret and sneered in his direction "And I never leave home without it!"



Steve Keen

Mr Sun Tan has been desperate to keep out of the picture this month, since it's been over a month since he came back from holiday and his tan has faded fast. So paranoid about loosing his bronzed appearance, for weeks he took to artificial tanning on beds, but, as all vanity stricken mortals know, the sessions soon added up and he therefore had to make do with cheap furniture varnish and creosote as a substitute. But being pioneering photo journalists we've secured this exclusive picture of the man.... behind the tan!



Yvette Nichols

Once regarded as a "bit of a dag", to coin a phrase, Yvette has gone all out to wear as glamorous, which in her case turns out to mean as little, clothes as possible. Her wardrobe has expanded to include off the shoulder deep scoop nylon tops and off the bum lycra dresses. It was to much for the crew to handle (excluding Andrea) and when she turned up wearing an 18th century aqua marine Elizabeth Frink crepe top, embroided with cornets of yasmin with matching Armarni Fresian cow print skirt, it was all TOO much. So now it's back to jeans and T-shirts, but she can still get a seat on a crowded bus!

PREVIEWS

BONANZA BROTHERS

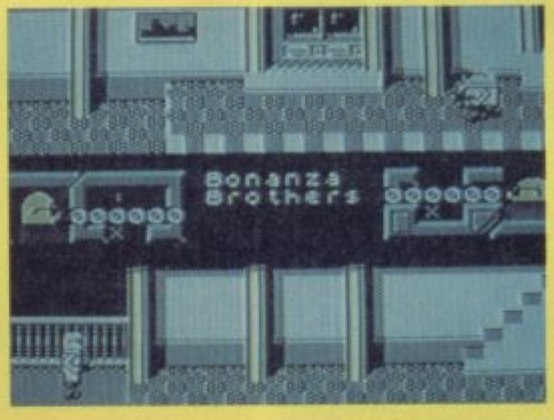
Most thieves are revolting individuals with no sense of fair play or the laws of possession, but for US Gold's latest coin-op conversion they seem to be lovable and harmless blokes.

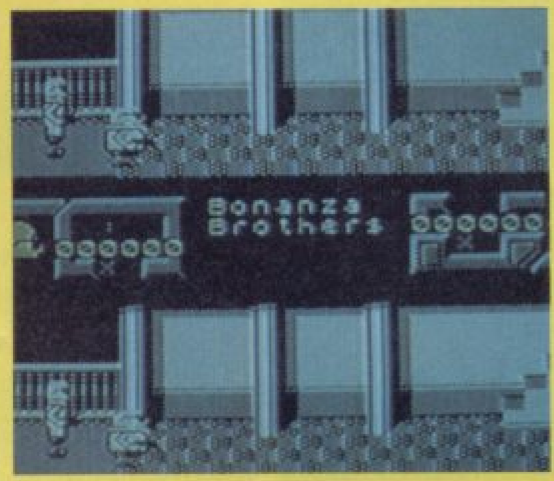
Playable with one or two characters, the Bonanza Brothers travel through museums and the like nicking valuables on their travels. Security guards and dogs block their path, but the bros' (non-violent, some-how) guns put them out of action for a short while. The split-screen allows each brother to keep tabs on the other.

After collecting all the loot from each section, the crooks must return to the roof and escape by helicopter, on to the next blag. Stairs are the main form of transport, but also hooks allow the Krays - err, sorry, the Bonanzas - to slide along wires to gain entrance to isolated areas.

Look out for a full review in Sinclair User soon, with even more tips on how to start a career in burglary!

MATT REGAN





FINAL FIGHT

Final Fight hits the Speccy! For the last couple of years, Final Fight has been the hottest coin-op beat 'em up in the arcades (and the pub! - Garth). The combination of fast action, superb graphics and ridiculous violence of bone-crunching proportions has made this a monster smash. Now Spectrum owners can join in the excitement with the forthcoming release of the spiffing conversion from US Gold!

Final Fight is the story of urban conflict - nothing new to the SU Crew! The evil gangs that roam the streets of the city have kidnapped Jessica, and it's up Cody, Guy and Haggar to kick squitty bottom in an attempt to rescue her - and wallop the gang members at the same time.

The Spectrum conversion includes all the best features of the arcade original, such as two-player action and extra weapons to grab. All will be revealed in the next issue of Sinclair User...





UPFRONT!

By all intents and purposes there're squillions of games coming out of the software houses in the next few months with more big names than there are in the Abudabai Telephone Directory!

Heading the list of Spectrum releases, not surprisingly, are the full price giants Ocean. They have no less than five brand new games to revitalise the shelves starting with Darkman (Aug), consisting of six levels and running loosely on the film of the same name. Not complete at the moment, the action takes the form of a beat 'em up involving ninjas and gangsters. You venture from Chinatown carrying a huge suitcase of money which you have escort safely through the streets to the last level where you are creeping over the roof tops as in the film.

TOKI - Ocean

Another August release is Toki, the strange tale of a man turned into an ape by a witch who has (wait for it!)

MEET THE GANG 'COS THE BOYS ARE HERE...

The three characters in Final Fight have their own little foibles and quirks, as from the original Capcom arcade machine. It's important to learn how each one fights, along with the special moves that the lads can perform. Here's a rundown on the tough dudes:

HAGGAR

He's the big sod. Famous for his pile drivers and bear hugs, he's easily the strongest character (phew!) - but unfortunately the slowest one. Still, those people with a penchant for hitting hard will go for Haggar.

CODY

The street fighter Cody sports a trendy white T-shirt and fists that fly at an unbelievable speed. Although he doesn't cause as much damage as Haggar, his ability to strike at lightning speed means he's a good bet for budding ninjas.

GUY

Guy's Mr Average - he's not as fast as Cody, but he hits a fair bit harder. If the other two don't quite caress your gourd, have a peek down Guy's trousers; you might be surprised to find how well he'd fit... your style of play.

MATT (FINBARR) REGAN

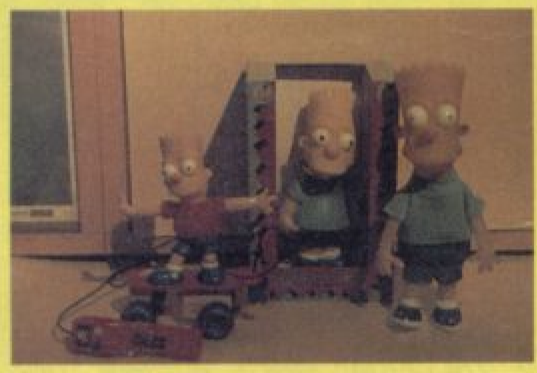
nicked his girl. Toki can spit various globules of goo from his chubby cheeks and pursues his love through hell and high water.

TERMINATOR 2 - Ocean

Definitely Ocean's biggest release will be Terminator 2 (Sep) which could even out strip Turtles. We saw the film in July and although it's an 18 there's no doubt that games sales will not be affected. Featuring some great graphics and novel arcade game styles, Arnie takes to a Harley Davidson bike chase, through sliding puzzle games where you have to repair your droid and beat 'em up stages. Due to its complexity, unfortunately, the game is only for 128k machines. If you're to young to see the film don't worry, Gary Priest, the programmer, has been working on T2 since February and he still hasn't seen it yet

SIMPSONS - Ocean

Another biggie, but perhaps one that has missed the hype-wagon, is The Simpsons (Sep), little is known about the game, but it should be and arcade/platform adventure incorporating characters from the cartoon including Marge, Lisa, Hommer et-al, and of course Bart.



SMASH T.V. - Ocean

All very promising is an arena based, future-sport; Smash T.V. (Nov). Playing a human in a pit-fighter scenario, you have to battle against a number of strange and future shock type beasts with the aid of power-ups and an assortment of pick up weaponry. Once again, Smash T.V. is in very early stages, but Garth has been following its progress and even the old moaner is very impressed!

ALIEN STORM/FINAL FIGHT - US Gold

As usual, up there with the top players, U.S. Gold have not been idle on the release front either with at least six products champing at the bit for release. Their two monster releases, Alien Storm (Nov) and Final Fight (Sep) are reviewed and previewed in this issue respectively. Also on the go are G-Loc, a successor to After Burner (Nov), Out Run Europa (Sep), the latest in the Out Run series, Mega Twins (Nov) and Bonanza Brothers (Nov), which sees two characters employed to test an expensive security system by stealing things and avoiding the long arm of the law.

PIT FIGHTER/THUNDER-JAWS - DoMark

Never the ones to sit back and watch the competition they steam ahead on their own and have two more crackers coming out in September. The fabulous Pit-Fighter, mega previewed inside and Thunder Jaws. Just to make a change the World is under threat, but this time it's from a woman, the evil Madam Q. Using bright colourful graphics and an underwater scenario, Thunder Jaws is original in every aspect and well worth looking out for.

NEWS

WEDDING BELLES!

Well on the S.U. news desk the top story of the day, apart from Garth winging on to anyone who'll listen about his bad back, is our own Matt Regan's imminent marriage to the lovely Lisa Bierowiec (she's too good for him - The Crew!). Lisa is making an honest man of our wayward son, by taking him to the alter and making him pay dearly for the all the fun he's been having on SU. But everyone has given the wedding their blessing. Not least the loving couples own son Thomas who has already given his permission for the coupling with a series of meaningful glurps and gurgles in front of us all at S.U. Towers and we wish them the very best...

SU AWASH!

If you're sitting at home sweltering in the heat spare a though for us this week as flash floods struck our sturdy tower this week. Garth risked life and limb to capture these exclusive picture (as Steve wouldn't get his hair wet), and almost lost one of his beloved Cuban heeled Jim Morrsion boots scrambling up a wall to avoid getting caught in the wash. Green House effect...? Phooy!





charts

FULL PRICE TOP 10

1	(NE)	HEROQUEST	Gremlin	£10.99
2	(NE)	DIZZY COLLECTION	Code Master	£14.99
3	(2)	VIZ	Virgin	£9.99
4	(4)	TURTLES	Mirrorsoft	£12.99
5	(NE)	F-16 COMBAT PILOT	Digital Int.	£14.99
6	(5)	SOCCER MANAGER	D+H Games	£9.99
7	(12)	ROBOCOP2	Ocean	£10.99
8	(6)	BIG BOX	Beau Jolly	£16.99
9	(11)	NAVY SEALS	Ocean	£11.23
10	(13)	GOLDEN AXE	Virgin	£10.99

BUDGET TOP 20

1	(NE)	BUBBLE BOBBLE	Hit Squad	£3.99
2	(2)	MAGIC LAND DIZZY	Code Masters	£3.99
3	(1)	DIZZY PANIC	Code Masters	£2.99
4	(4)	SLIGHTLY MAGIC	Code Masters	£3.99
5	(NE)	PROF. FOOTBALLER	D+H Games	£3.99
6	(3)	DRAGON NINJA	Hit Squad	£2.99
7	(11)	QUATTRO CARTOON	Code Masters	£4.99
8	(7)	CONTINENTAL CIRCUS	Mastertronic	£2.99
9	(9)	MULTIMIXX 1 GOLF	Kixx	£4.99
10	(4)	KWIK SNAX	Code Masters	£3.99
11	(NE)	SPIKE IN TRANSYLVANIA	Code Masters	£3.99
12	(6)	DOUBLE DRAGON	Mastertronic	£2.99
13	(8)	EURO BOSS	E+J	£2.99
14	(20)	CAVEMANIA	Atlantis	£2.99
15	(NE)	RED HEAT	Hit Squad	£3.99
16	(13)	TREASURE ISLAND DIZZY	Code Masters	£3.99
17	(NE)	GHOST BUSTERS	Mastertronic	£3.99
18	(NE)	THE MATCH	D+H Games	£3.99
19	(10)	PAPERBOY	Encore	£2.99
20	(12)	KENNY DALGLISH SOC	Zeppelin	£2.99

MATT'S FIVE LEAST FAVOURITE THINGS ABOUT SHARING A DESK WITH STEVE

1 Never being able to get to the 'phone!
2 Having to take messages from all his friends.
3 Listening to him whinge about his hair.
4 Waiting for him to suggest buying a round in the ale house.
5 Bloody hippy!

YVETTE'S FIVE LEAST FAVOURITE THINGS TO SIT ON

1 CACTI - My skirts get more holes in them than a dingo's
2 WATER BEDS - Make me feel all crook and Rolf Harrisey cupine.
3 PUMPKINS - Cos they go all squidgey.
4 GARTH'S CHAIR Cos I fall out of it!
5 GARTH - He's all hard and boney and not at all comfy like
on a pile of wombat's bones!

FIVE THINGS ANDREA WOULDN'T EAT

1 MEAT - I'm totally allergic and turn inside out if I even if I whiff a little bit of it!
2 TARAMASALATA - Horrible fishy egg things, disgusting.
3 TURKISH DELIGHT - Sickeningly sweet.
4 QUAIL'S EGGS - Let's put it this way, they give me more wind than hurricane Gilbert.
5 KIWI FRUIT - Vomit inducing green slime black stuff! Reminds me of New Zealand!
(And what's wrong with New Zealand? -Yvette)

GARTH'S FIVE MOST HATED THINGS

1 COMPUTERS GOING DOWN ON ME! - You've just worked out the most ecconomic use of your on/off 64page section, made all the necessary calculations and... WOOMF! All gone!
2 STAFF WRITERS - When they sulk because you ask them (Nicely) to go to RipOffs (that's our sweetshop!)
3 BROOKSIDE - It's purely voyeurism!
4 PEOPLE NOT PUTTING TEXT FILES ON THE C DRIVE - Are you listening to me Matt, Steve and Phil?
5 PHONES - Calls coming in on the S.U. Bat Phone when I'm trying to catch a quick five minute snooze at 8.45pm on the keyboard!

STEVE'S FIVE PEOPLE HE'D SLAP AROUND THE FACE WITH A WET KIPPER

1 WINNIE MANDELLA - If I could get past the prison guards
2 AMANDA DE CADANET She's permanently on heat (Well got a job on The Word?).
3 SINEAD O'CONNOR - More hair than brains!
4 MARY WHITEHOUSE - This lovable (Ha Hem!) old granny new Pit Bull Terrier extermination program.
5 GAZZA - Anyone who saw the F.A. Cup or saw his "pop" video knows what I mean.

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Calls cost 34p (cheap rate) and 45p (at all other times) per minute incl VAT. For winners list send SAE to: Populuxe, PO Box 2065, London, W12 9JH. Average call length is 5.5 minutes. Calls are more expensive than normal so ask permission before you phone.

TELL IT GAR

HARLEY HISTORY

I have been trying to get Back to The Future 2 for ages, but everywhere I've looked I can't find it. Then suddenly, after centuries of exploring every shop, I found it. So, I pulled out my dosh and brought it. I raced home and started to load it, but to my horror, it wouldn't load, so I punched the keyboard in frustration and the picture of Marty and the Doc talking appeared but instead of the usual conversation, the text read."I've been typing in this soddin' text all night" and I would like to know who typed it in. I also think that your mag is the coolest thing since the Harley Davidson and your mag will go down in the history books as a legend.
M.S. Brogan, Wester Hailes, Edinburgh EH14 2PB.

WHAT, WHEN, HOW, WHO......

I have some questions for you. I Know you'll answer them because I know what a kind-hearted person you are. The questions are as follows:
Will Last Ninja 2 be re-released on budget?
What do you think is the best out of Xenon, Silkworm & Afterburner? When will the next compilation Power-up be released from Ocean? To pay you back for answering these questions, I've an idea. In the Fax Box you could put whether the game is easy, medium or hard. Yours...
P.S. your mag is brill!
Ezra Matebele, Newcastle-upon-tyne NE4 5LN.

• *I think that Xenon is just about the best although all three of the titles are pretty damn rad! And the Power Up compilation has been followed up by the Rainbow Collection which is 5.00 cheaper and reviewed on page 58.*

CHAMPS CHOPPED

Dear S.U. I'm a proud owner of a 48k+ Spectrum. The other day I brought Spitting Image. On the first part, their is a map screen where you pick your opponent and your champion. I picked Botha and Khomeni. Then you load then in on side B. After 15 minutes, it loaded. Then after playing it for 10 or 20 seconds, it crashed. This happens every time I pick these two characters. I have got the game changed and it does the same. This is what I would give the game using the other characters:

Graphics	*75%*
Sound	*45%*
Playability	*35%*
Lastability	*25%*
Overall	*35%*

In spite of this, Ocean still produce some good games.
Marcus Robinson, Norwich, Norfolk NRI 4NQ.

• *Yes they do but it would be nice if the games they produced actually ran on your computer. The BIG questions that have to be answered though are, is your computer at fault or is it that the program won't run on 48+ Speccy. Why don't you ring Auntie Pat Kavanah at Ocean on 061 832 6633 and ask her what you should do?*

NAVY SEALED

I claim to be the fist person in the entire universe (except for the vegetable life forms from 40 Eridian II, who get their games 2 billion years before us humble earthlings) to complete Navy Seals, which I did with a score of 36750 (Ha! Beat that suckers)! To prove this the end of game messages are:
Mission 1 : Well done, Navy Seals. Your mission was an outstanding success. Once more, the evil Dogs of War are sent yapping.
Mission 2 : Congratulations! You've destroyed the Stinger missiles. Another victory for Truth, Justice and the American Way....
Please send me a game for being so thoroughly skilled and ace, etc (suck, suck, lick, lick).
Matt Wilson, Windermere, Cumbria LA23 2LN.

• *There is a saying from somewhere that goes, "....but the one thing that they all REALLY hated was a smarty boots." Get the message Matt?*

BACKACHE FOR THE PAW MAN

I'm writing on behalf of the Milton Keynes Old Earwig Benevolent Fund For Under Privileged and Disabled (I'm enclosing an application form 'cause in a year or two you'll be needing one). Please could you help me with a query I have (It's bin playin' me back up sumfin' awful.) I have recently become interested in adventure games and would like to have a go at writing one as I haven't the faintest idea how to program. I found an advert in ye olde issue of a well known computer mag for the P.A.W. - Professional Adventure Writer (it got 97% in a Crash review eons ago). Would this be the best choice? Please help by either printing this letter and a reply or writing to me.
Iain "Bite yer ankles" Neary.

• *Ian, you may as well forget PAWS now that Domark have released their 3D Construction Kit as this little number creates whole worlds and does it in a rather smarty boots sort of fashion. Have a read of the Hippy's review of it on page 50 and see what you think...*

T TO
TH



BEAT THE G.S.F.C.

Help me (again!). After printing my last letter, a jealous Crash reader at my school forced me to bet that you wouldn't print another one of my letters. If he wins, then I have to get him a subscription for crappy Crash, but if I win, he will have to join my fast-expanding "Garth Sumpter's Fan Club" and buy some issues of crucial S.U.
John Newby, Sunderland SR4 7NB.

- *What can I say John other than,"Oh Garfy, we're just a bunch of fools, We'll never leave you, because you are so cool" (To the tune of Oh Carol by Neil Sedaka - ask your dad!)*

RED TAPE

Dear Garth, I am writing to tell you that S.U. is totally brilliant and megacool. But that aint the only reason I am writing (We thought not! - Ed). The other reason is that I've lost my Six of The Best tape from issue 108. You know the one with Gazza 2, Bedlam, Dynamite Dan etc. Please send me a copy and I can stop crying.
John Robinson, Manchester, M13 9TR

- *Johnny, Johnny, dear, dear Johnny - if you send me the original mag back then I might think about it!*

SUBS TRUBBS

Dear Garth, Unbelievably I find it quite hard to track down a copy of S.U. every month. Please could you tell me if I can subscribe to get the great S.U. delivered with it's fab tape straight to my door? Thanks and Varble Slur Thun Dip!
Mike Walsh, Windsor, Berks

- *No monthly mega tape to make your knees tremble and your head explode? Fear not. If you want to take out a subscription to SU (and let's be honest, who wouldn't) then look no further than the contents page which has the subscriptions telephone number on. If you can't find the contents page (and you must have more air in your head than flatulence in a brewer's bedpan if you can't) then the number is 0858 410510.*

Dear Garth, You are my last hope, please can you help me!? Last November my mum sent away for Sly Spy from Castle Computers, hoping it would arrive in time for Christmas. It has still not arrived. We have sent numerous (threatening) letters, but still we have no reply. Please could you try for us I sit by the letter-box every day waiting for it to arrive.
Phil McGarvey, Ayrshire, Scotland, KA25 6DW

- *Ha! The old 'I've sent off for a game in 1985 and it still hasn't turned up' problem. Well, to be quite frank (or reasonably Phil) the best thing to do is to get in touch with the National Consumer Council or the Trading Standards Autority - two fine bodies (Fwoo-arr) of people who will put pressure on the dastards and make them cough up! Meanwhile, if anyone else has any problems with advertisers then let us know by writing to Jerry Hall at SU with the details so that he can pass any complaints on to the proper authorities.*

CES PLEASE!

Dear Garth, I went to the up and coming CES last year and it was packed out. The stalls were excellent and there was loads to do. Although I didn't have tons of money I got a good bargain on some software. I was wondering, as I'm quite an observant chap, that as there are a few trade days if it would be possible to run a competition on the build up to the show for us "fans" to get in on one of these days and avoid the crush! It's probably too late now, but think about it in future. See you at the front of the queue.
David Green, Notts

HOLY CHEATERS BATMAN

Please tell me the correct cheat for Batman the Movie because Simon Gould sent in one that doesn't work, or, if you can't do that then please tell me where to use the cheat in the game. If you do this, I will be very grateful. Yours (in frustration)
James Forbear, Kingsthorpe, Northampton NN2 6QS.

- *Simon Gould, the old Hacker himself, says that you must've got the wrong Batman.*



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SUCK UP

BLOWN OUT

Dear Garth, I have a sad, sad story to tell you. Just the other day I bought Adidas Championship Football for my Spectrum. After a big plate of beans I went up to load it. When it was loading I did a rasper of a fart and blew my Speccy to pieces with the tape still in it! It took all my money to get a new Speccy and now I have none left for games. Please send me Adidas Championship Football.
P.S. That's my last plate of beans!
Kevin McCart, Lanarkshire, Scotland

- *Well let's hope that you've truely seen the dangers of high fibre diets and are now a completely reformed character. Have a game to play whilst your digestive system tries to repair itself.*

CLOSE ENCOUNTERS

A few nights ago I was sitting in front of my Spectrum when an alien craft pulled up outside the window! It opened one of its doors and fired a red laser at me. I dodged out of the way but it hit my stash of software. Then a strange thing happened, (As if that wasn't strange enough! - Ed.) As my games started to grow arms and wings and flew out into the ship saying "We serve you faithfully O masters of planet Uranus". Now I am left with no software and it will take me years to replace it all. So could you start me off with a few games to ease the burden on my pocket money?
David Cook, Newcastle Upon Tyne, NE13 7HH

- *Aliens? Red laser beams? You must think that I arrived on this planet yesterday. Get back Jack!*

PONY NUTS

Dear Garth, I was walking past Priory Court when I saw you playing with My Little Pony. You don't fool me with your macho talk. If you don't send me some games I'll sell my photo's to YS and Crash. P.S. This is my second letter to Suck Up For Software and you haven't printed any others yet.
Mark McGowan, Dundee, DD4 7SN

- *This is your second letter and this is your first warning... Don't talk down about my little Pony or I'll send you a large bag of something to remember him by. WHAT'S ALL THIS 'ERE?*

Dear Garth, I would like to say that your beardy stubley thing is so, erm, elegant and sexy and that ear ring is just so with it and those shirts are.. erm, well on with the letter. The one and only game that I got in the last two years was Kentucky Racing - the worst game I ever played. So please send me Shadow Dancer and some other software for the 48k.
P.S. Make the mag bigger and cut down the games.
T. Element, Cheshire, SK12 4JY

- *Kentucky Racing bad? You have displayed a tremendous ability to moderate your language. Please accept a game for your trouble.*

KOOKS

I am sucking up for software because, after seeing a "kook kook" advert of Ocean's new release Toki I turned into a banana-ape monkey, and when I "kook kook" looked into the mirror I looked exactly like Toki! I can't complete a sentence without saying "kook kook". So I immediately took some money "kook kook" to buy Toki down at the shopping center, but everyone kept "kook kook" running away from me "kook kook" and when I looked "kook kook" in my fur, my money had done a runner as well "kook kook". So as I write this letter I am still "kook kook" a Toki look "kook kook" alike, but still don't have the game. Please send it to me so that I can stop "kook kooking" "kook kook!".
Arfan Ul-Hag, Lancashire, BB11 3DR

- *You are in a bad way 'cos Toki hasn't even been released yet. Why don't you wait until it's actually in the shops? Kook, kook yourself...*

SHELLING OUT

My life is a shell. For two years I scrapped together every penny so that I could buy an old Speccy from a boy at school. It didn't matter that it was second hand, I've never had anything new anyway, even my teeth are on loan from the dog! So off to school I went armed with my cash. The boy was there with his mates, laughing at my second hand clothing, hand-me-downs from my older sister. They weren't ripped or anything, I think it was just the orange skirt clashing with the purple blouse that they found so funny. I faced the humiliation of counting out the 20p pieces, grabbed my Spectrum and flew home as there were angels in my heart! Oh happiness - with a game included in the deal, paradise was only a play away. I ran upstairs, plugged it in, the screen lit up then BANG!!! Saddam Hussein had bombed my house! Oh Garth, I can never replace my Spectrum, mum stopped my pocket money and grounded me for 10 years because my underwear wasn't clean when we all went to the hospital. Help me I'm desperate. If you don't answer my plea it's skid row for me! Please send me Extreme, Robocop 1+2, Power Up, SWIV and NARC too.
Danny Wareham, Stafford, ST17 9SU

- *Hey Danny, you're funny - but not that funny. I'll send you something in the post. (It'll probably be a dressmaking program and some clothes dye!)*

PHYSICIAL HEAL THYSELF

My Speccy 128k has Speccialitis. I took it to my doc and he confirmed that it had the disease. The only way to cure it was to give it a regular dose of Edd the Duck, but disaster struck, terrorists burst into the doc's office and took my Speccy at gun point. A couple of days later I received a ransom note saying that if I wanted to see my Speccy alive again send us Skull and Crossbones. Unfortunately I'm skint. So you see I desparately need Edd the Duck and Skull and Crossbones on 128k cassette or I've had it!
Jay Usher, Upper Norwood, London, SE19

- *No-one desparately needs either of those two programs - you've obviously got something wrong with YOU!*

GIRLIE TRUBBS

I've never written to any magazine before, but I feel I have to write to you concerning my present predicament. My story is a simple one concerning wine, women and whatever. In 1989 I met the girl of my dreams. She was young, beautiful and had a steady income! We dated for about three months and everything was fine until one day after an especially steamy sesh. (What? Has she got a Jakuzzi too!) - she looked under my bed and found my dark secret - a Speccy 128k with multiface loader and additional disk drive. Well, that was it - she'd experienced video junkyness before, and she told me it was the games or her so what could I do? The next day there was a knock at the door and as I opened it I was really missing the baby I had to give up, but to my surprise there she was standing in the hall way. "Sorry," she said. "I should never have forced you to give me up. I can take the games all day and night if you'll let me play!" So there you go I chose the Speccy over a love made in heaven (and a body made in Zurich!) for the Speccy. Worth a game in anyone's country, don't ya think?!
David Sykes, Northwood, Herts.

- *No! And quite frankly, and if you'd like to send the young lady's phone number in, Steve would like to offer her some counselling on how to avoid boys with electronic libidos.*

A SHOW STOPPER

Dear Garth, I regard myself as one of your more observant readers and I have noticed that you and various other computer mags will be at the computer show in September and I'm scrounging a job. I have been to these shows before and they are very hectic. Kids run about asking for autographs whilst young babies are throwing up down your exclusive show T-shirt - I just love it. So come on Garth if you need a hand with the mountain of goodies that will be at the show (or chaperones for any of the pop stars) I'm your man, Giss a job!
Richard Jones, Windsor, Berkshire.

- *Hey, that's SU Crew business you're talking there and the Crew can only be hand-picked. But thanks to your willingness, I've stuck a game in the post for you. Have fun and I'll see you at the show.*

PRINCE PE

ISU GOLD



Now which way was East lad?



You don't get much deader than this!



Now why didn't I bring my Granny's ball of wool?



A man in a dress! I bet he's led a sheltered life!



...nt! Take that you blagard! Give 'im one from me.

Anyone who's seen Prince of Persia on those big expensive PC's will know that their owners have been flapping at the gills about it for months. Well the news from Revelation, the geniuses behind the project's initiation, is that the Sam Coup version is the best that money can buy!

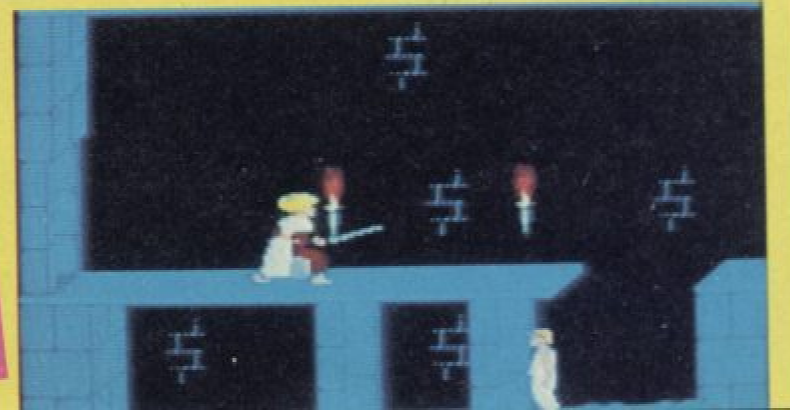
Not much to look at initially, it's hard to see what all the fuss is about. A big, blond haired sprite dressed in white pajamas, stands upright and ridged against a blue brick wall whose only other features are a plain door and two burning torches. But then you move. And what movement! If you're used to seeing your sprites slide around the screen or shift awkwardly from foot to foot you're going to be shocked out of your shorts! The Prince moves with the grace and fluidity of a blob of mercury flowing through a maze. He jumps, crouches, walks, runs and fights with such realism you gasp along with him at every move he makes. You could watch him running around for hours; even forgetting that you've got a game to play!

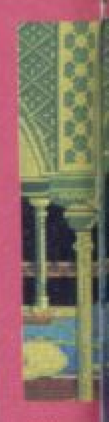
When you do get down to the quest though it's all a bit of a clich. Kidnaped Princes, Evil Grand Vizier, rescueing the girl by going around the platforms and completing the levels. But it's in the gameplay and movement that Prince of Persia shatters all the 'animation' standards.

And the game's not that easy either because there are fiendish traps to be negotiated and devilish devices to overcome. Corridors housing vicious steel blades, that quite literally dice you up, block your every turn and pits full of spikes are ready to take the wind out of your sails if you get too hurried.

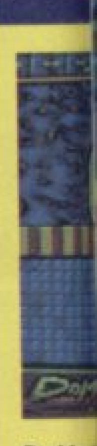
Potions that restore health and sword fighting turks also abound as well as skeletal soldiers that cannot be killed except by leading them off precarious ledges.

The Prince must use all his speed and all your cunning to complete his task in the multitude of levels. And so what if the backgrounds don't vary much, you'll not be looking at them very often, you'll be too busy marveling at the Prince's dexterous deeds and the awesome animation. All this and brilliant music and sound effects too. If you own a Sam you can't get better and if you don't, well, this is the game that was made for it. Easily the best version of Prince of Persia on ANY format!





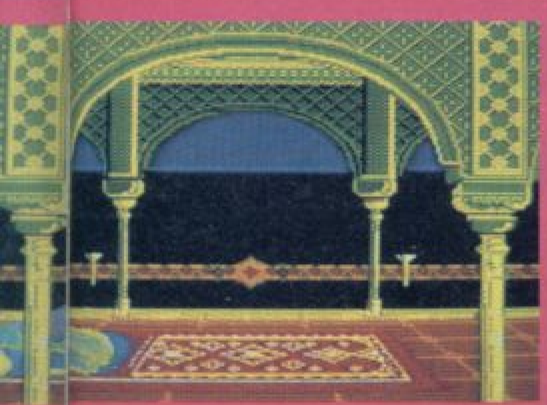
After al



DoMar

E OF RSIA





er all at effort the wench has done a runner!



Mark nd Revelation what a team. Nice one!

LABEL:
Domark/Borderline

MEMORY:
512k

TAPE:
n/a

DISK:
£14.99

scores

GRAPHICS	97
SOUND	84
PLAYABILITY	93
LASTABILITY	87
OVERALL	94%

Steve Keen

This will be the game that all Sam software will be judged by. It will be hard for anything to come along in the next year that will be able to top this one as in animation terms it's just soooo good! A great game and the best conversion to SAM yet!

Now now, don't cry Specy chums, you haven't been left out because if any of you decide that the Sam Coupe is the machine you've been waiting for, at an affordable price, but can't bare dumping all your Spectrum software, there's a simple solution. Readily available from Samco now is a neat little gizmo that will enable you to save your Spectrum games onto SAM disks and convert them to be playable on the Coup.

Extensively researched by Samco, the Messenger converted all 48k games tested, although games solely for use on 128k machines will not work. Still most games are both 48k and 128k so there's little problem!

The SAM Messenger: £39.99
Available from
SAMCO on 0792 700300



Introducing the Sam Coupe

We at S.U. are always open to suggestions and when public demand necessitated a Sam Coupe section we decided that we could no longer ignore this most exciting development in home computing. Rest assured all you Samies out there, we have the reserved notices out already and you'll be able to check out what's best for the Sam every month in these hallowed pages.

To kick off with though we've secured a review of Prince of Persia to wet your appetites until we've collated all the terrific Sam software that's out there. So, don't delay, read on!

Pen Pals

WANTED: Old back issues of S.U. No.67 October 1987 ie No. 80 November 1988. issues must be in reasonable condition. complete magazines with cover tapes if possible. All offers welcome.
Stephen King, 121 Lamlash Cres, Cranhill, Glasgow, G33 3XP

Dear Garth, I am looking for a pen friend. My name is Paul and I own a +2. I have about 100 games. I am 10 years old and am looking for pen friends from anywhere.
Paul Graydon, 84 Barnmead, Haywards Heath, Sussex, RH16 1UZ

Oi! Listen 'ere!! I'm a 16 year old Spectrum +2 owner who is looking for a pen pal to swap games wiv. If yer interested write to me. P.S. I'm an English man from Warwickshire.
Mark Fawcett, P.O. Box 402, Aspley, Queensland, Australia 4034

Hey listen to these bargains; Full Price: Ghostbusters 2 4.00, Konami Arcade Collection 10 games for 6.00, Last Duel 3.00. Budget: Mega Bucks 1.00, Invasion 1.00, Wild Bunch 1.00, Soccer Boss 0.50, Cassette 50 3.00, Ghostbusters 2.00, 1.00 for any one of these issues of S.U. (Without tape): Issues 99, 103 and 108. Megatapes 13, 15, 17, 18, 20, 22 and 26 are 25p each. interested in any of these then phone 0349 852468 Saturday, Sunday or Monday between 7.00pm and 8.00 pm and ask for Martin.

My name is Don and I'm a computer games FREAKSTER looking for pen-pals to swap games with. I only want swapers in SOuth Africa please. I have loadsa games and I'm looking for guys or girls (Waaoo) from 12 onwards. Guaranteed reply!!!
Don Clark, Box 10399, Richardsbay, Meerensee, 3901, S.A.

I am very interested in corresponding with all Spectrum users in Britain. They can be of any age, but must be able to write to me on a regular basis. All those who are interested can write to me. We can exchange games, ideas, programs etc. Hope to hear from you all soon!
Mr Mahomed Sadeck Essop, 39 Skylark road, Bayview, Chatsworth, Durban - 4092, Republic of South Africa

Hello! Very best wishes from the Ukraine! My name is Alex. Aged 31 years old. I have a home made Sinclair 48k Spectrum(Leningrad USSR version) I have lots of problems getting software and a friend of mine gave me S.U.'s address. So please can people write to me and we can be swapers. Many thanks.
Alex P. Rylalko, P.O. Box 48010, 341048 Mariupol - 48, Ukraine, USSR

Wanted Desperately seeking FIVE boys who can write to FIVE girls to become their pen-pals. Make sure you're between 13 and 15. Write to;
The Unicorns, 29 Argyle Drive, Heath Hall, Dumfries, Scotland

Review

VIRT WOR

DoMark's release of this Freescape compilation neatly ties in to their 3D Construction Kit system reviewed on page50. Is this a clever marketing ploy? Maybe, maybe not, but it hardly matters when a set of games this polished is released in one box.

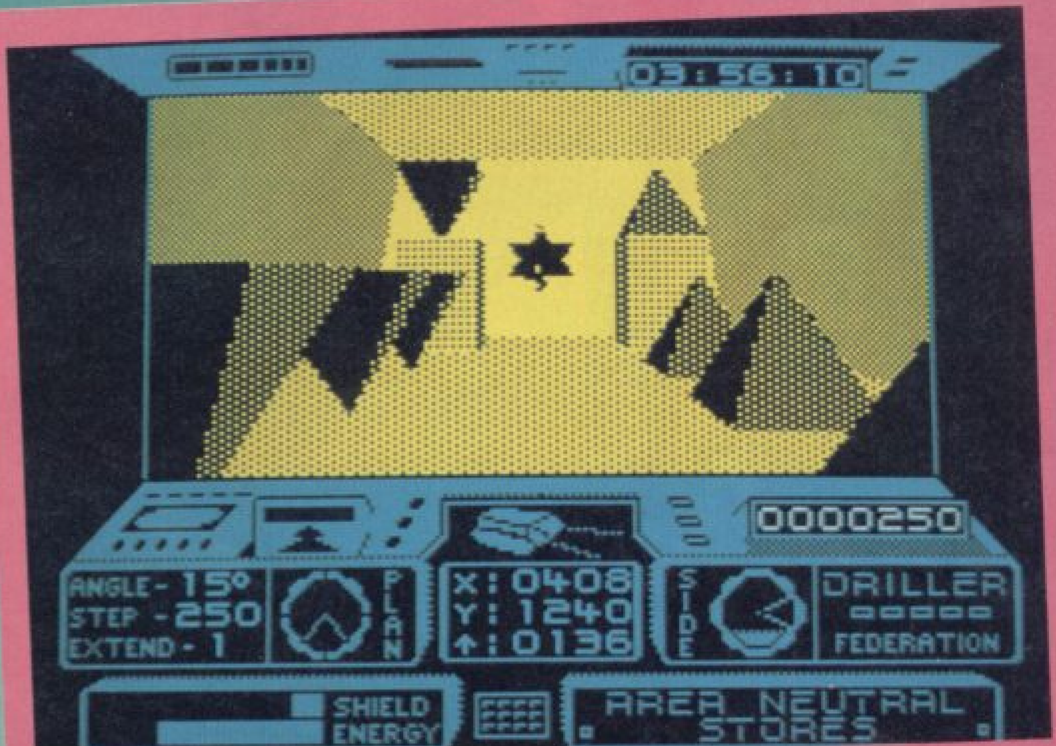
The four games in this pack are Castle Master, its sequel The Crypt, Total Eclipse, and Driller. All the (at the time) revolutionary Freescape system games are here, with only Dark Side missing, which is a bloomin' shame. This system uses polygons to represent the areas to be explored - this graphical style is usually only seen in flight sims and the like. So let's have a look at each game in turn...

DRILLER

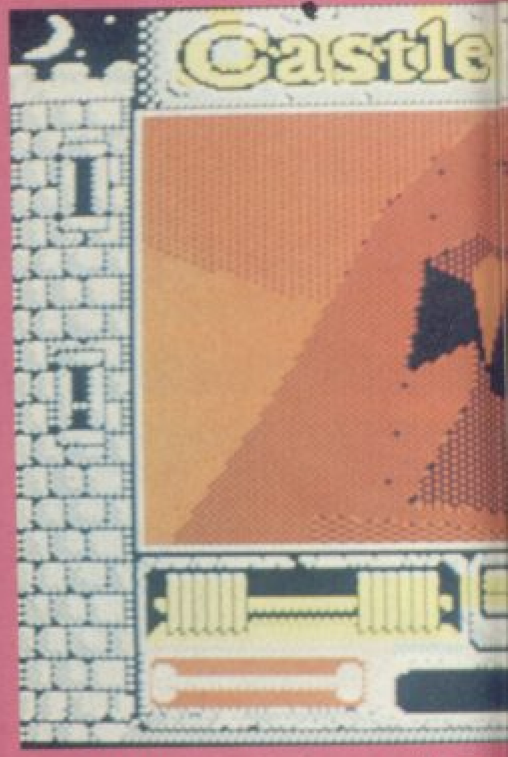
This game was the very first Freescape game, and I'm afraid it shows. Set in the far future, the colony of Evath is in great danger. One of its moons, Mitral, is full of explosive gas (like Steve), and an impending meteor strike is threatening to shower the hapless Evathians with debris. Somebody has to travel to Mitral and drill out the gas before the meteor arrives. Guess who gets "volunteered" for this mission? That's right, it's you, you poor git.

The task in hand is to locate the areas of gas build-up and call in the drill to free the noxious stuff. All this is against the clock, and failure obviously means death. On top of the time limit, there are violent laser beacons and skanners (sic) intent in frying your whatsits.

Driller lacks a basic level of excitement and atmosphere (ho ho), but still manages to be a workman-like game. It's fun for a short while, but doesn't have the thrills of Castle Master or Total Eclipse. Every compilation has a weak game, and this is not nearly as poor as some.



Get drilling! Just like a visit to the dentist, but infinitely more dangerous.



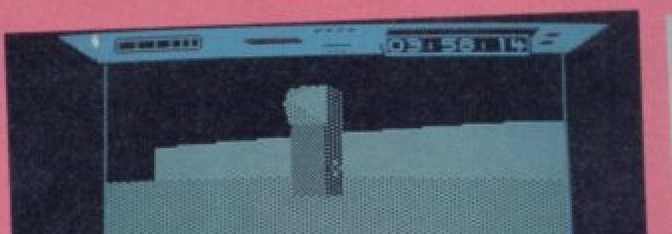
Castle Master contains many evil creatu
Time to run away and become an acco

CASTLE MASTER

This is the most recent of the games in the set, and has a distinctly supernatural bent. Set in a castle (quelle surprise!) populated by evil spirits with bad attitudes. The aim of the game (as Brucie would say) is to rescue your twin, either male or female, from the sweaty clutches of the Magister.

As you explore the landscape, discovering secret rooms and collecting keys, your spirit level (groan) keeps you informed of your health. If this drops too low it's curtains for you, blue eyes. The Freescape system allows you to look at the floor or ceiling, and even crawl under beds and run screaming from the castle!

The puzzles are rather cunning, and deserves to have been such a hit the first time round. It's a strong contender for top dog in this collection, with a nippy feel to the play. The graphics are simply lavish, and they don't get any better than this on the Spectrum.





Make sure you look everywhere

TOTAL ECLIPSE

Those zany Egyptians certainly knew how to screw things up for future inhabitants of Earth. Thousands of years ago, the priest of Re the Sun God decided that the pyramid needed that extra zing

LABEL:
DoMark/Incentive

MEMORY:
48K/128K

TAPE:
£19.99

DISK:
£N/A

DoMark's 3D Construction Kit will appeal to all Fans of these games; imagine constructing your own sequel to Total Eclipse!

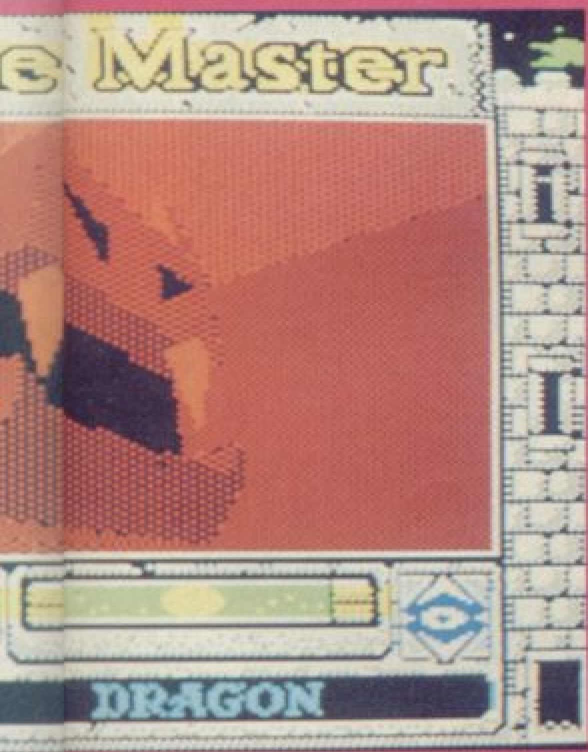
Incentive, the team behind the Freescape system, have been developing these games for five years - talk about dedication!

The Crypt has never been released on the Speccy before, so it's been put in this collection as an added bonus for Spectrum owners.

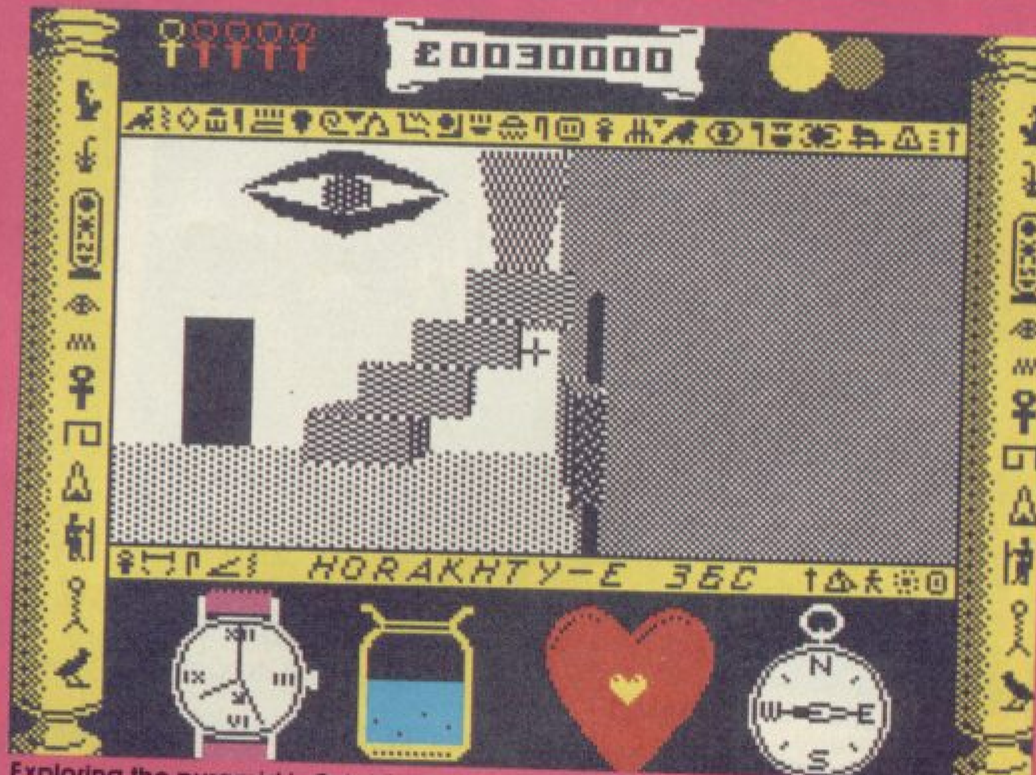
As all the games have Save and Load features, it's easy to leave the game if you get stumped and either come back later or have a stab at one of the others!

If you solve any of these adventures, write in to Sinclair User's Hacking Squad for your chance to win £100 worth of Spectrum software!

TUAL RLDS



eaturs - but few as vicious as this demon. accontant!



Exploring the pyramid in Total Eclipse. Notice the handy watch and compass - but mind the Evil Eye!

to make it interesting. So he put a curse on the building; if it was ever hidden from the sun during the day, whatever caused the obstruction would be annihilated. Unfortunately, there's an eclipse on the way...

Set in the 1930's, the star of the show is an archaeologist who has discovered the curse and and is racing to destroy the shrine of Re before the big bang. A revolver and compass help him on his way, but dehydration is a major worry - keep an eye out for troughs to replenish supplies. The pyramid isn't completely deserted, of course, and various nasties lurk in his dark passages waiting to cause aggro. Luckily this is counterbalanced by the presence of enormous quantities of treasure, all ripe for the plucking.

Total Eclipse is a highly original game, with a true feel of the period and location. The time limit helps to keep things moving at a brisk pace, and a heart beat is used to measure health - a novel idea which works effectively. This is probably the best game in the compilation.

THE CRYPT - CASTLE MASTER II

This is the sequel to Castle Master, and was previously unreleased on the Speccy. This time Magister has captured you, and the horrific fate you've been assigned is to become a ghoul yourself. There's only one thing to do - escape from his catacombs and avoid this terrifying prospect!

This uses the same system as Castle Master, and so it's best to tackle its forerunner first. The puzzles avoid being just more of the same, and the graphics have been tweaked to give a greater variety of locations. As before, keys are vital to success, as is accurate exploration of all the nooks and crannies of the rooms.

Basically, if you like Castle Master you'll love this. It's more than a data disk and virtually (nyup nyup) a complete game in itself. Obviously it seems that the game is easier than its predecessor, but that's because you get used to solving them as you play. Either way, a worthy addition to an excellent compilation.

ISU GOLD





Whoops! Perhaps next time you'll pay more attention to where you're going.

Scores

GRAPHICS	84
SOUND	78
PLAYABILITY	88
LASTABILITY	93
OVERALL	91%

Matt Regan

This really offers value for money. Adventure fans won't believe their luck when they see what's available here, and should rush out and purchase the collection immediately - or get their heads tested.

Review

Steve
This is an enjoyable compilation that will keep you out of the rain for months (perhaps years!)



Garth
Some of these games are showing their age (Driller in particular), but that doesn't detract from the general quality of this compilation. If you haven't got the games already, get them now!!

Review

SU SILVER

ALIEN

GAME:
Alien Storm

LABEL:
US Gold

MEMORY:
48K/128K

TAPE:
£ 11.99

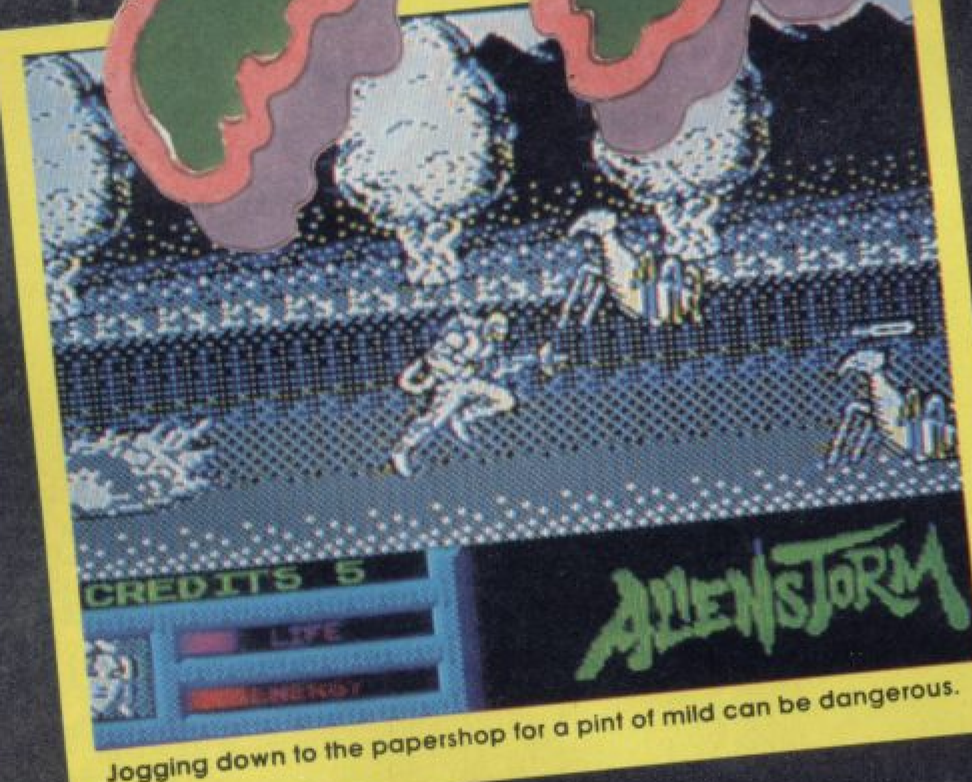
DISK:
£ 16.99

STORM FAX

When conditions are right in certain flat parts of the world, a lightning bolt can be over 20 miles in length!

The record rain fall during a storm in Cilaos in 1952 was 73.62 inches in 24 hrs. That's nearly four feet deep and equal to 7554 tones of rain per acre.

Being of infinite size the universe is immense by it's own comparison. The farthest visible object in space by the naked eye is the Great Galaxy in Andromeda about 13,500,000,000,000,000,000 miles away.



Jogging down to the papershop for a pint of mild can be dangerous.



A particularly nasty blob, or is it a poll tax collector?

After a white hot preview in the July issue U.S. Gold are at last sorting out the little niggles in this, their latest release. After seeing the test copies the Crew could not wait to get their suckers on the finished product and as predicted in ish. 113 monster mashing has never been so much fun!

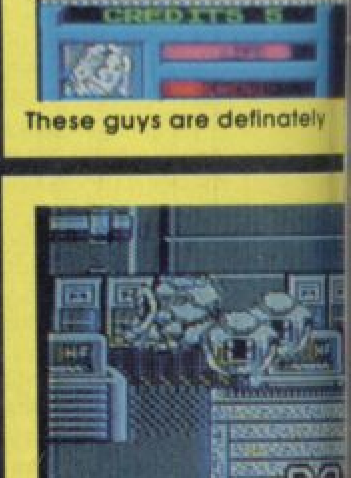
The beast busting takes place on Earth as the marauding aliens have come down from their orbiting mother ship to colonize our planet after using their own as a toxic waste-bin. However the Earthlings still have one hope, the Alien Busters, three self-appointed UFO look-outs who staff an alien combat force based in the local Burger Cafe.

Structurely the game is good news for Specy owners as it's format is almost identical to the coin-op. You can choose between the three rebels Gordon, Carla and Scooter. Each repel the scum suckers in their own special way and all have their own weapons and animation. For instance Scooter, the robot, has a bazooka in his leg and his wrists incorporate a machine gun. Which weapon is used is decided by how close you are to the enemy. Prototype type plasma rifles and neutron bombs come as standard, the bombs are particularly useful as they clear the whole screen, but they must be used with caution as they seriously deplete your energy supply and if this is reduced to zero you'll be using your gun butt or bare hands!

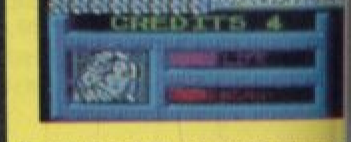
A life meter monitors your health and extra top-ups are available through out the six levels. Blood thirsty gamesters are well catered for as each of these are separated by stages and are inhabited with hordes of varying slime.

Ranging from giant ant like creatures to undulating Maryland Cookies the man eaters pursue you through cities, houses, shops and mother ship over arcade beat 'em up levels to Op. Wolf style sections. Some of the blighters even hide out in normal objects such as oil drums and spring out on you as they approach! All this is great fun, frying uglies and watching their tentacles flay around in fright, but the real adrenaline graber lays in the simultaneous two player option. Although you can only use the same players in 48k mode, all you 128k smug mugs can choose between the three main sprites to maximize the genocide.

Alien Storm mixes fab animation and graphics with futuristic blast 'em up arcade mayhem and the lack of on screen colour adds to the atmosphere rather than detracting from it. The main sprites are a little "stiff" and sound is unfortunately sparse, but there's loads of fun to be found in the program. Just alien-bustin' fab!



These guys are definately

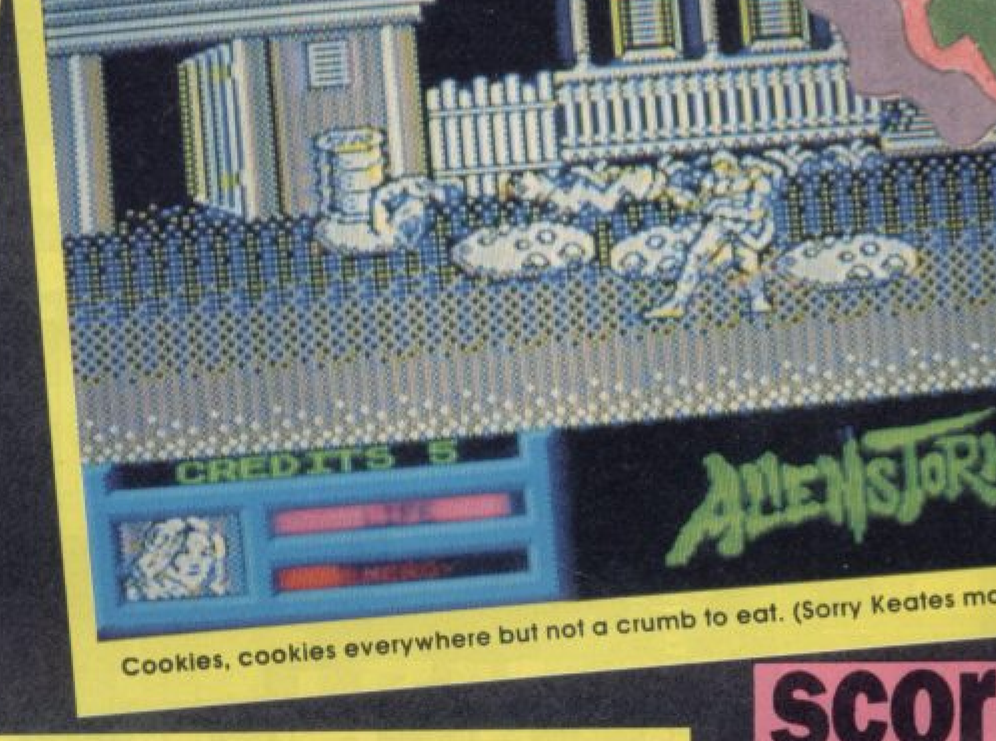


Your local supermarket never

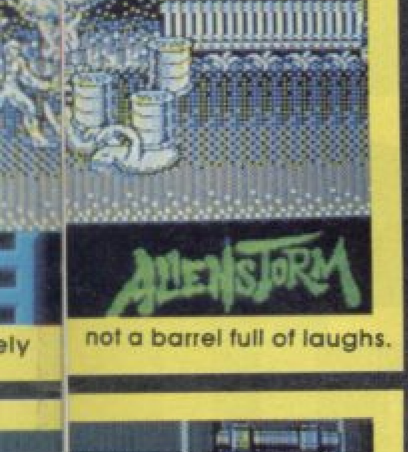
STORM



ctor? Either way shoot to kill!

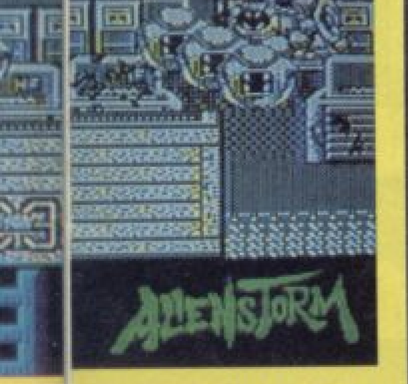


Cookies, cookies everywhere but not a crumb to eat. (Sorry Keates man!)



ely not a barrel full of laughs.





neve r looked quite like this.



Aagh! It's coin-op frenzy. Dig those graphics.



Down, deeper and down. But not out!

scores

GRAPHICS	89
SOUND	70
PLAYABILITY	78
LASTABILITY	80

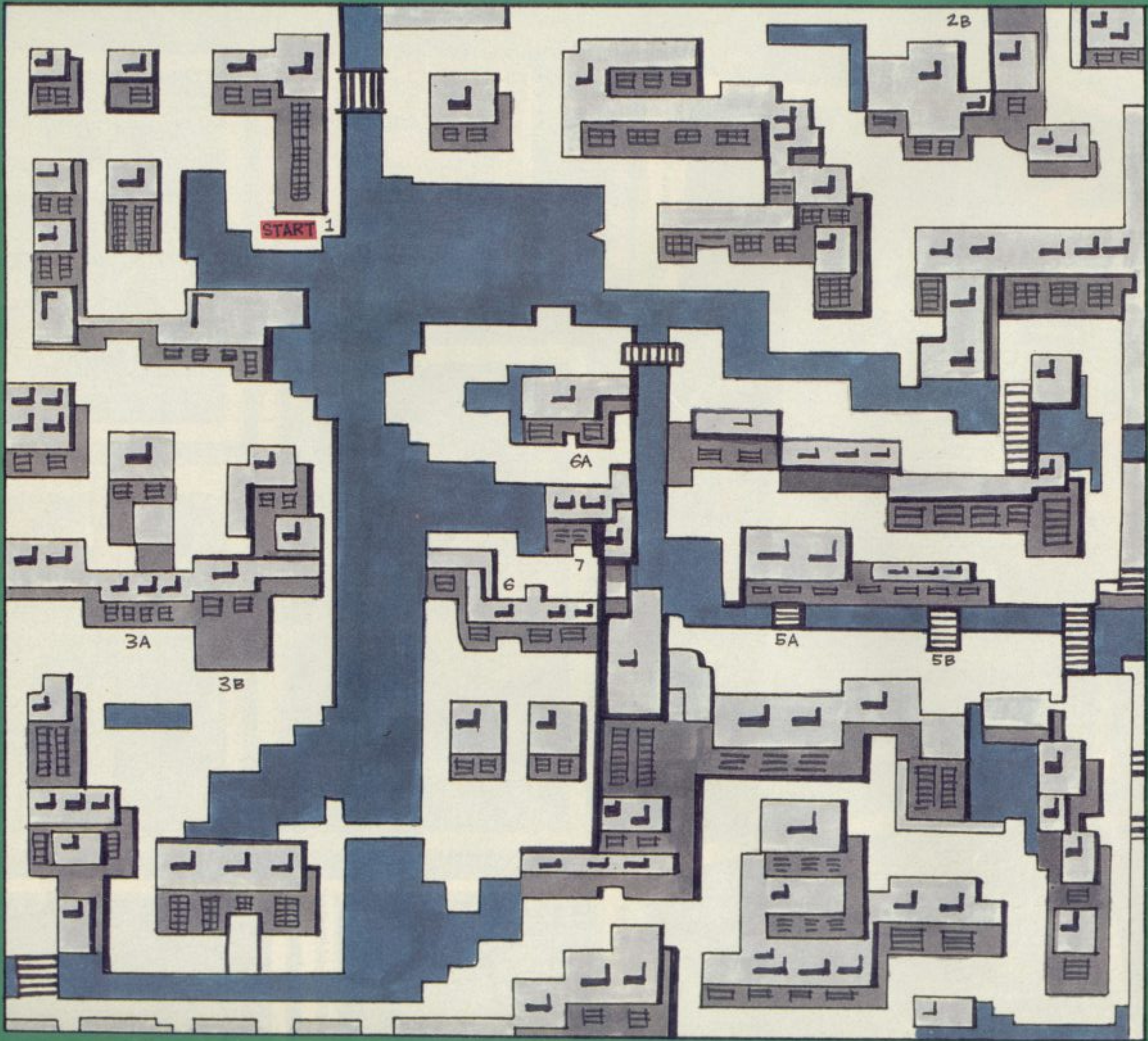
OVERALL 87%
Steve Keen

Crisp, clean, sprite definition and animation. The game could have easily appeared cluttered with all that's going on, but justice to a classic coin-op has been done.

Garth:
It's been a long time coming and could be a while longer before it's in the shops, but it will be worth the wait. Alien Storm really kicks some ass.

Matt':
What a blast My favourite character is Scooter He'll always be the las bod standing and he'll give any bogey run for his money

MAP 3



HACKING SQUAD

There's only one thing that can be said of the Mirrorsoft supergame Teenage Mutant Hero Turtles and that's COWABUNGA! So it only remains for me to say... Get back in line you 'orrible, 'orrible load of Hackers. It's Sergeant Major Matt Mean Machiene Regen here and you've been having it all oh-so-easy for the last few months whilst that long-haired, hippy layabout Steve 'Peace and Flowers' Keen has been running the Squad. So get your shoulders back and pull in the guts. The Hacking Squad just got meaner than a ferret with a toothache.

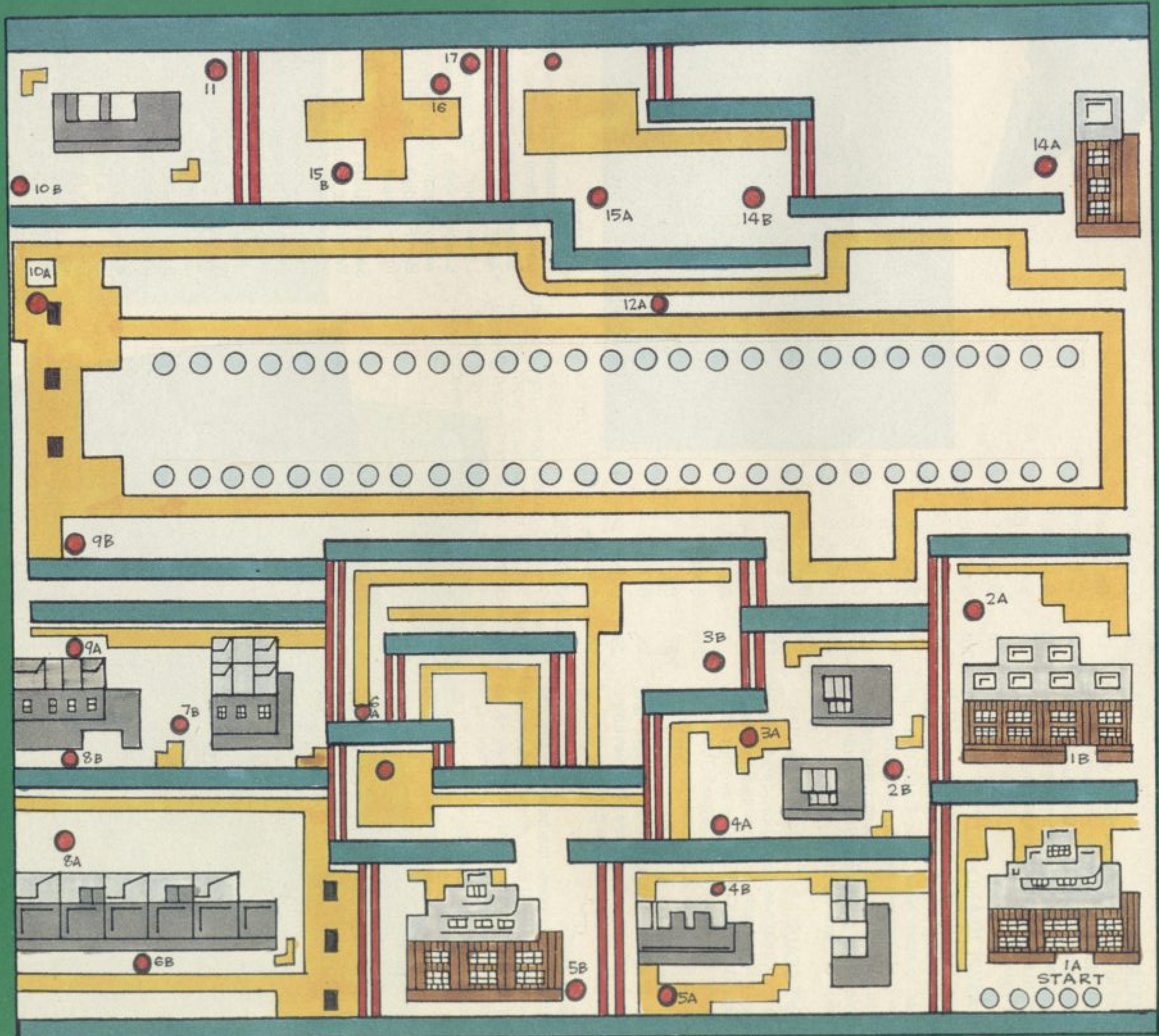
MAP 3
SEARCHING THE SEWERS

Use this map to see where each sewer and building leads. Watch out, though, because the enemies get much tougher as you progress through the levels. Use all the Turtles to their best advantage - stand on ledges and duck down, pressing fire at the same time. This should give you the chance to kill foes without being injured yourself!

MAP 4
HIT THE ROAD, JACK

Make sure you apply all the knowledge you've gained from the earlier parts. A good tip is to run under balloons, as fast as you can move those little amphibian legs. It takes them a short while to drop their bombs, which will miss you if you're pegging it fast enough.

MAP 4



Oh, and here's another handy hint; the big tank is tricky to defeat, as there's no way of knowing how long it will take the vehicle to target the Turtle and leave. When he goes off the edge of the screen, run to that side and wait for him to wheel back on. The moment he does, jump and in the direction he is going, slashing like mad.

TEENAGE MUTANT HERO TURTLES

A partial solution plus hints and tips!

GENERAL HINTS

Make sure you use all the turtles to their full potential, as each requires a different technique for the player. Donatello's weapon has the greatest range, so save him to go against the end-of-level bosses.

When you get to a building you wish to enter, place the Partywagon right in front of the doors - this prevents any nasties from bothering you when you exit the building.

Some of the power sparks can be very dangerous but don't let the time elapse while you figure out the pattern. Be prepared to lose some energy to save time. If a turtle is running low on energy, switch to another one and use him to locate a slice of pizza. Now switch back to the injured turtle and eat the pizza!

SPECIAL CHEAT MODE

Here's the cheat mode that only works on the Speccy! Do you want your turtles to be so hard they are invincible? If so, hold down 0, SHIFT G, and 1. On top of this there's a secret key which will zoom you to any level - see if you can find it! The cheat is deactivated if you press any other key.

Are you hard or are you just a soft, lilly-livered little non-hacker who opens doors for toothless, old duffers and always lets someone else have the last cake left on plate at teatime on Sunday? No? Well that means that you'll probably want to get into the Hacking Squad and now is the best time! Best Solution to a game and includes a map will receive a stunning pize of £100 (count 'em) Spectrum games with which to while away the wee hours, whilst whoever sends in the best tip or series of tips will receive £50's worth of games.





CYBERNOID III
Redefine the keys as O, R, G, Y then go back and redefine them as the normal set-up for the keyboard. Now start the game and you'll have infinite lives! Many thanks to David Thomson of Ayrshire for that rather pervy tip.

TOTAL RECALL
Want to get through this game without the usual hassle? If so enter your name on the High Score Table as THE END IS NIGH. Now press enter at any point in the game in order to skip a level. Thanks to David Thomson again.

TREASURE ISLAND DIZZY
On the title screen hold down the keys O, P, and A. Keep these held down and press Enter to start. Now press C, so that from then on Dizzy will skip screens when you press Z and X. Press Space to resume play. Daniel Miller of Neston, South Wirral is the person to thank for that.

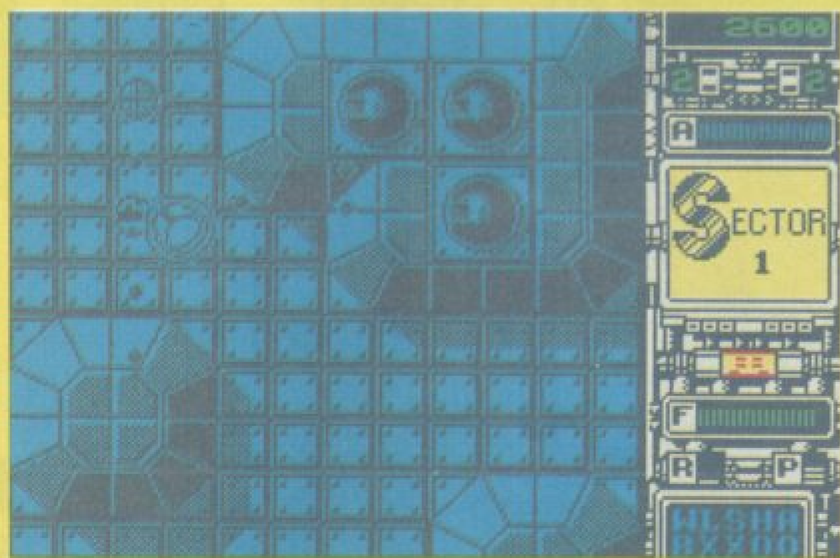
NAVY SEALS
A great cheat has been provided by Philip Lloyd of Plymouth. On the High Score Table enter CLUBBING SEASON as your name and the cheat mode is activated. Type in W to get a weapon and use Enter to skip levels!

Matthew Middow of Bradford adds that 1 and 2 will access the map screen, and pressing the right-hand side of the keyboard gives you a secret hidden game.

NIGHT SHIFT
A huge list of codes has been provided by Owen Stimpson of Eastbourne, Sussex, for this bizarre factory game. The key is as follows : P = Pineapple, L = Lemon, C = Cherries, B = Blue, Ba = Bananas. Here they are, from Levels 5 to 30:

SHIFT	CODE
5	P, P, L, C
6	C, B, B, P
7	C, P, L, Ba
8	P, Ba, P, C
9	P, L, L, C
10	L, Ba, B, B
11	Ba, P, C, B
12	C, B, Ba, P
13	B, C, Ba, P
14	P, C, B, Ba
15	B, B, P, P
16	Ba, Ba, P, Ba
17	Ba, B, C, B
18	B, L, L, B
19	L, P, C, B
20	C, P, P, C
21	L, C, P, P
22	B, L, C, Ba
23	B, P, L, L
24	B, P, L, L
25	Ba, P, P, L
26	Ba, P, P, B
27	Ba, C, L, Ba
28	B, Ba, C, P
29	C, B, C, P
30	C, C, Ba, B

EDD THE DUCK
This silly BBC-based game now has a cheat! Type in the following word as you start level three: WILSON. This will give you a helping hand to get further in the game. Cheers to Paul Randall of Willesborough, Kent.

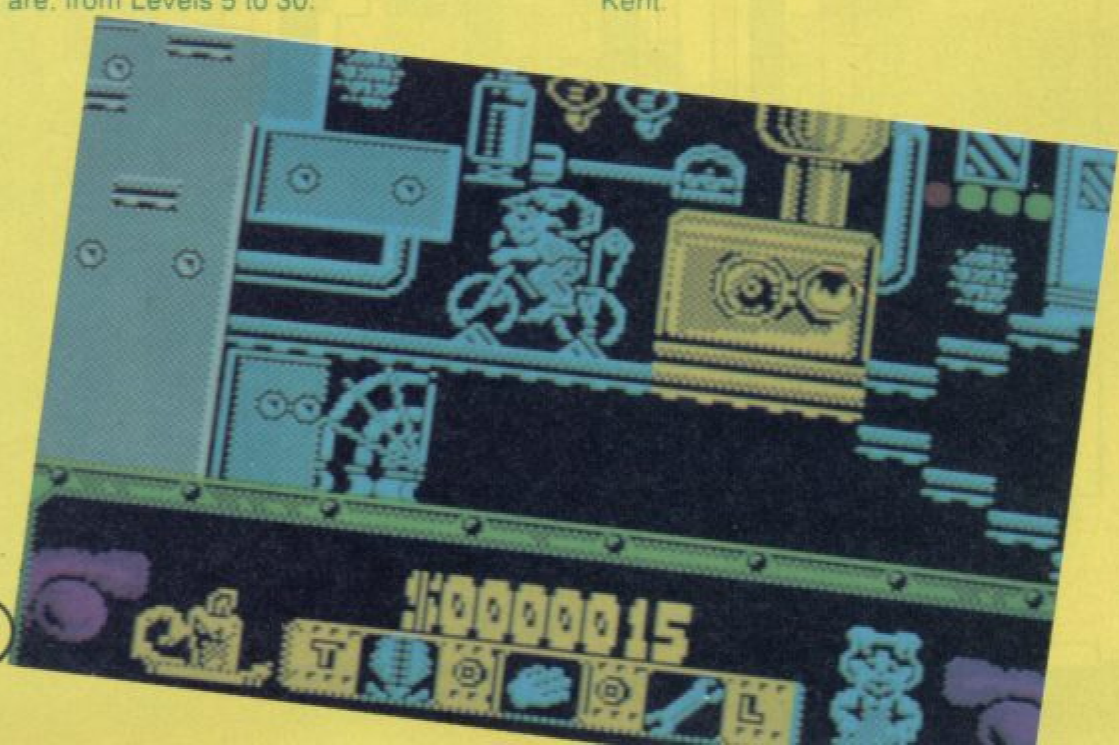


XENON
After completing the first level, press Play until "Loading Level Two" comes up. Fast-forward the tape to whatever level you want AFTER the noise which means "Loading Level Four", for example (that irritating beeping noise). It will then load as normal, with you starting on the level you've loaded! Ben Forsdike of Ipswich is the man to thank for this cheat.

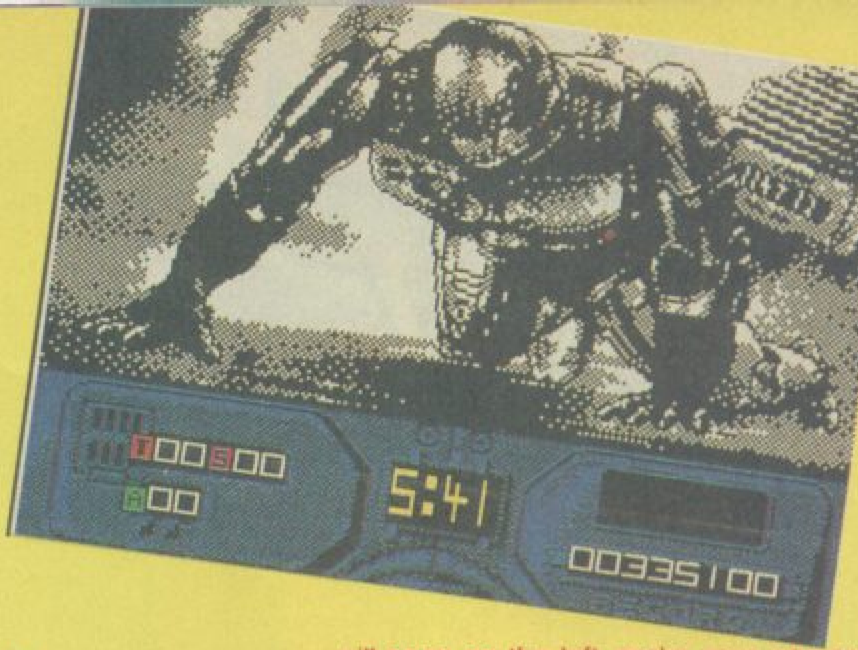
SKATIN' USA
When the Enter code comes up on the screen, input "Thisboycanwait" (no spaces between words) and you'll start the game straight in on level Four. Once again thanks to Ben Forsdike of Ipswich for another useful cheat.

NAVY MOVES
Gary Griffiths of Lianon, Dyfed has supplied a full solution to part Two of this game (Access code 63723).

R, D, L (shoot the second Machine official), L, U, wait a few seconds for the official, U, R, R, R, D, D, R, U, through the door, D. On the computer type EMERGE and STOP MOTORS using the first official code. L, U, L, L, go through the first door on the right, U,







L, through the door, R, through the door, R, through the door, D, R.

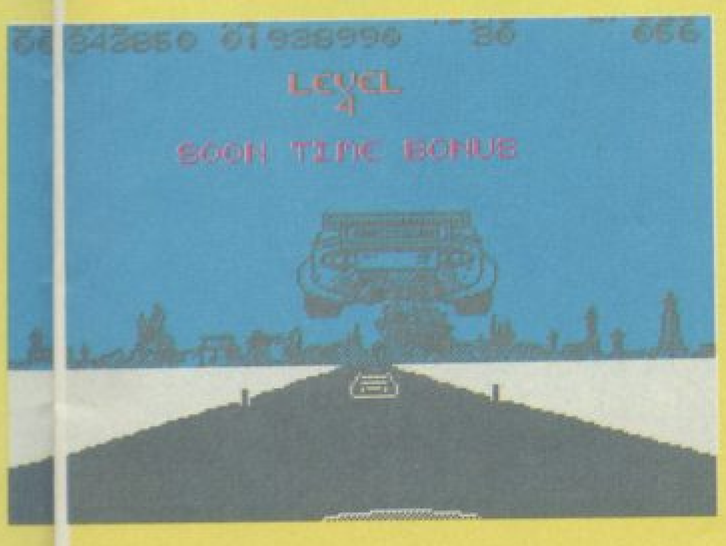
Through the door, L, through the first door on the left, R, U, through the door, R, D, D, L, L, L, L, then on the computer type OPEN DOOR with the official machine code. L, set bomb, R, R, R, R, R, U, U, R, type TRANSMIT on the computer along with the official transmission code, and OABERBYAMD (an anagram of BOMB READY), L, L, U, U, U, Freedom!

CHASE HQ

Kenneth Howden of Wick, Caithness has a cheat for all those maniac drivers out there. All you have to do is redefine the keys as SHOCKED then press Enter. Key 1 allows you to go on to restart the level, key 2 takes you to the next level, key 3 takes you to the end, key 4 gives you an extra credit. Finally key 6 allows you to type your name at the top of the High score table.

CRAZY CARS

Press 9 when the game asks you to start, keep doing this to get from level one to level five. To move back through the levels towards the first one press 8, and so on. Many thanks to Paul Oliver from Astley Bridge, Bolton for this quirky tip.



ROBOCOP II

That man amongst men, T Z E Veitch of Cranbrook, Kent, has sent in a mammoth stack of info on this metallic mutha of a game. Get in contact with us, T, and we'll discuss your prizes!

First of all, some general hints;

LEVEL 1: Never shoot suspects, but simply avoid them.

LEVEL 2: Be careful as one slip of the joystick could mean disaster.

LEVEL 3: This level also needs a wee bit of caution. Fire at the gunmen to avoid having your score drop dramatically.

LEVEL 4: There's no arrest suspect on this level, so it's entirely cool to just get shooting!

On level four the transporting hook jump up whilst holding fire AFTER you've jumped when the hook is above you. If you time it right you'll be carried to the other side. If you release the fire button you'll jump (this is required at the end of the second transporting hook, but if you press down as well you'll just fall off.

To get the Nuke canister all the Nuke must be in the right-hand side tank (side B). In order to achieve this the switches should be in the following order:

TOP LEVEL:	Left = ON Right = ON
2ND LEVEL:	L=OFF R=OFF
3RD LEVEL:	L=OFF R=ON
4TH LEVEL:	L=ON R=OFF

When you collect the Nuke canister a floor will open on the left, make your way over there and blast the Nuke storage containers. Nuke-drops reverse your controls and reduce your energy, so avoid them!

LEVEL 5: This should be approached in the same fashion as level two.

LEVEL 6: With level six use the same method as used in level three.

LEVEL 7: Go right, keep shooting, and always collect the concentrated baby food jars. Don't stop - except to blast the people behind you.

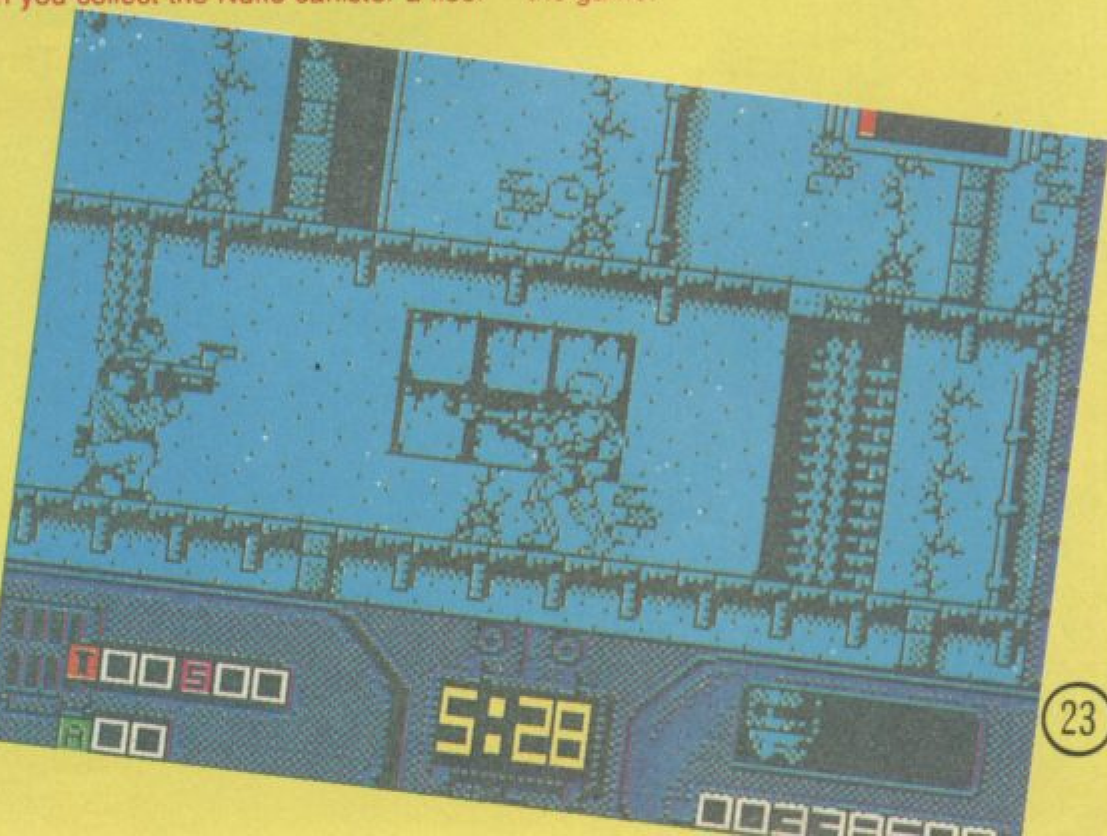
LIFT CODES

LIFT 1: 4
LIFT 2: 14
LIFT 3: 7
LIFT 4: 40
LIFT 5: 19
LIFT 6: 8

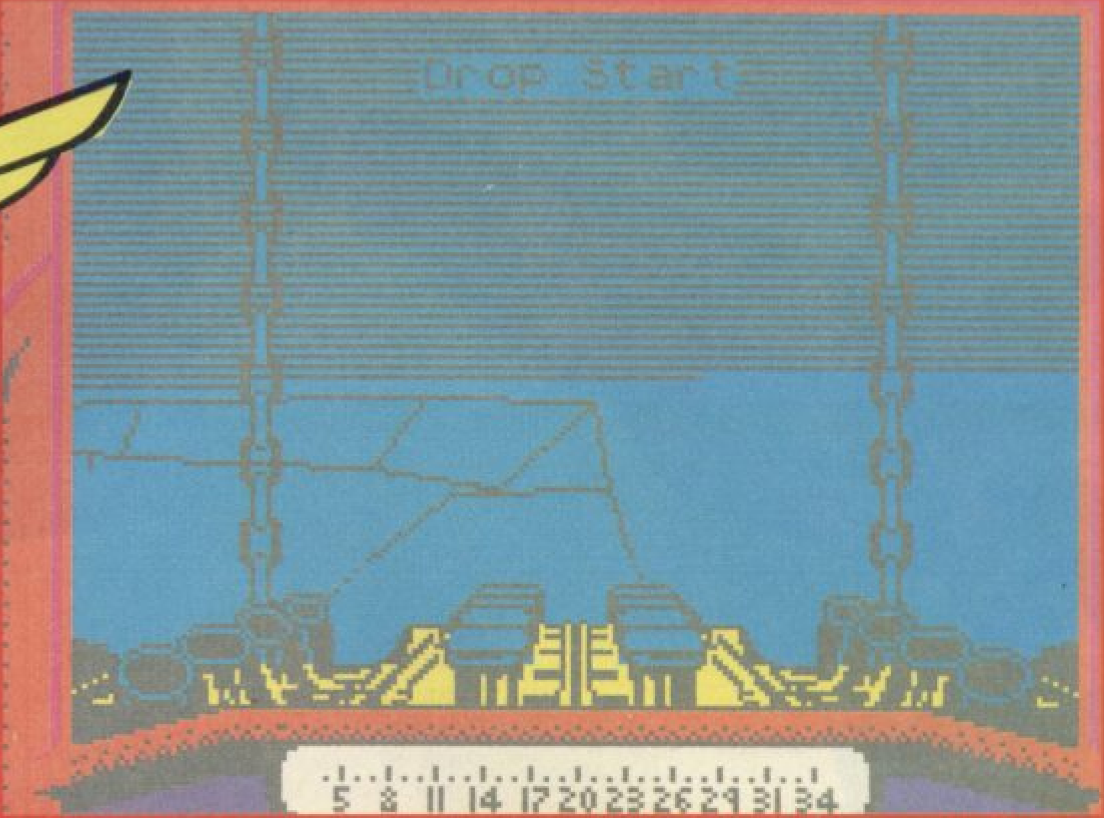
THE GRAND FINALE

Go through the top door, making sure you've got enough energy to fight Robocop II. There's no way to avoid the missiles so go right up behind him, crouch down and keep pulling the trigger (Garth's favourite tactic). Only stop firing at him, only stopping to collect the desperately-needed extra energy. You'll fall down six floors as Robocop II becomes weaker.

At the very bottom of the building keep firing at Robocop II and he'll die within a few seconds. Hurrah and praise Omni-Consumer Products to heaven! You've finished the game!



HACKING SQUAD

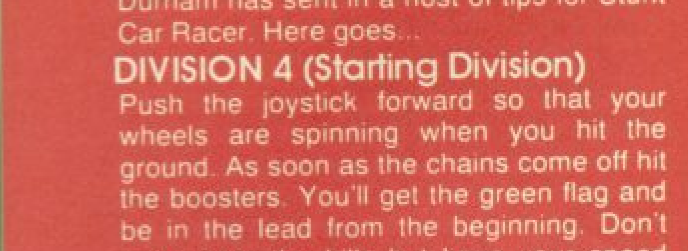


STUNT CAR RACER

Matthew Prendergast of Nevilles Cross, Durham has sent in a host of tips for Stunt Car Racer. Here goes...

DIVISION 4 (Starting Division)

Push the joystick forward so that your wheels are spinning when you hit the ground. As soon as the chains come off hit the boosters. You'll get the green flag and be in the lead from the beginning. Don't turbo over the hills but keep your speed down to about 140mph, so you suffer less damage. Don't use any more than 13 turbos, so you have 10 each for laps 2 and 3. Repeat this for the hump-back bridge.


The HUMP BACK

DIVISION 3 (Stepping Stones)

Same start as before. When going over gaps in the road travel at 140mph - otherwise you'll end up a wreck. Use no more than 20 boosters on lap 1. On the Big Ramp move at 140mph minimum over the first hill to avoid your damage increasing rapidly. Repeat this for the next hill. The following hill should be tackled at 200mph (at least) and you'll make it with no damage. Repeat for laps 2 and 3.

DIVISION 2 (High Jump)

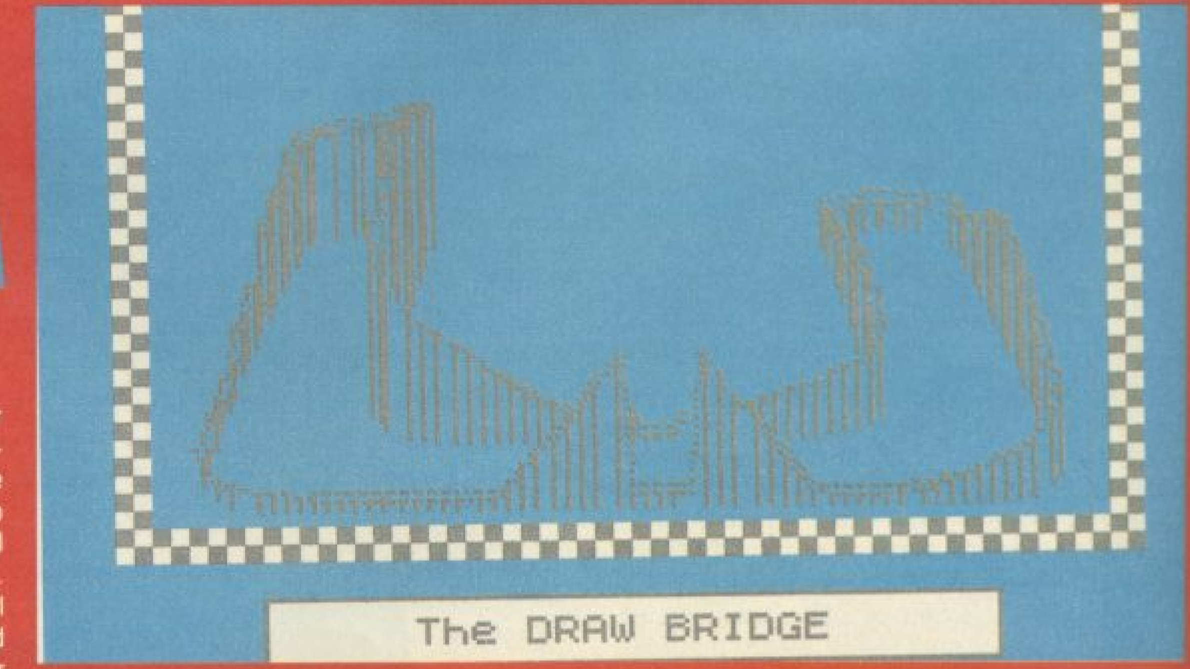
Use the same starting method as before. For the first hill drive at 200mph. Once around the corner that is positioned diagonally (almost straight), move as fast as possible - otherwise it's all over. Also push the joystick to the far right to help. Repeat these tactics for laps 2 and 3.

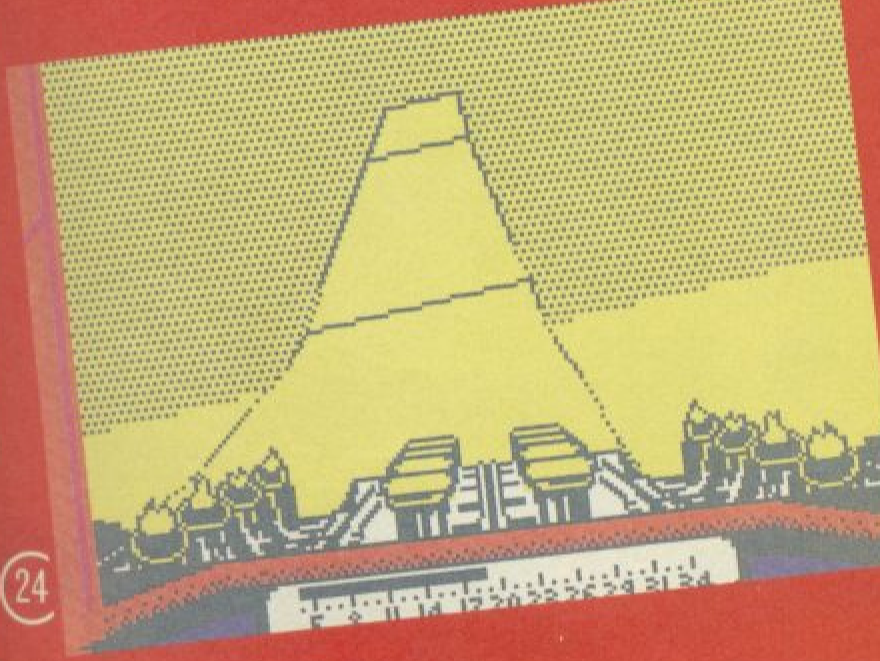
DIVISION 1 (Ski Jump)

Use the same start as before. Don't move too fast over the beginning bit or you'll lose control. On the first big hill move at roughly 170mph and you'll land nicely with no damage. From then on move as fast as you can and you won't take damage. Drive carefully on this track because it's tricky. So the same again for the next two laps.

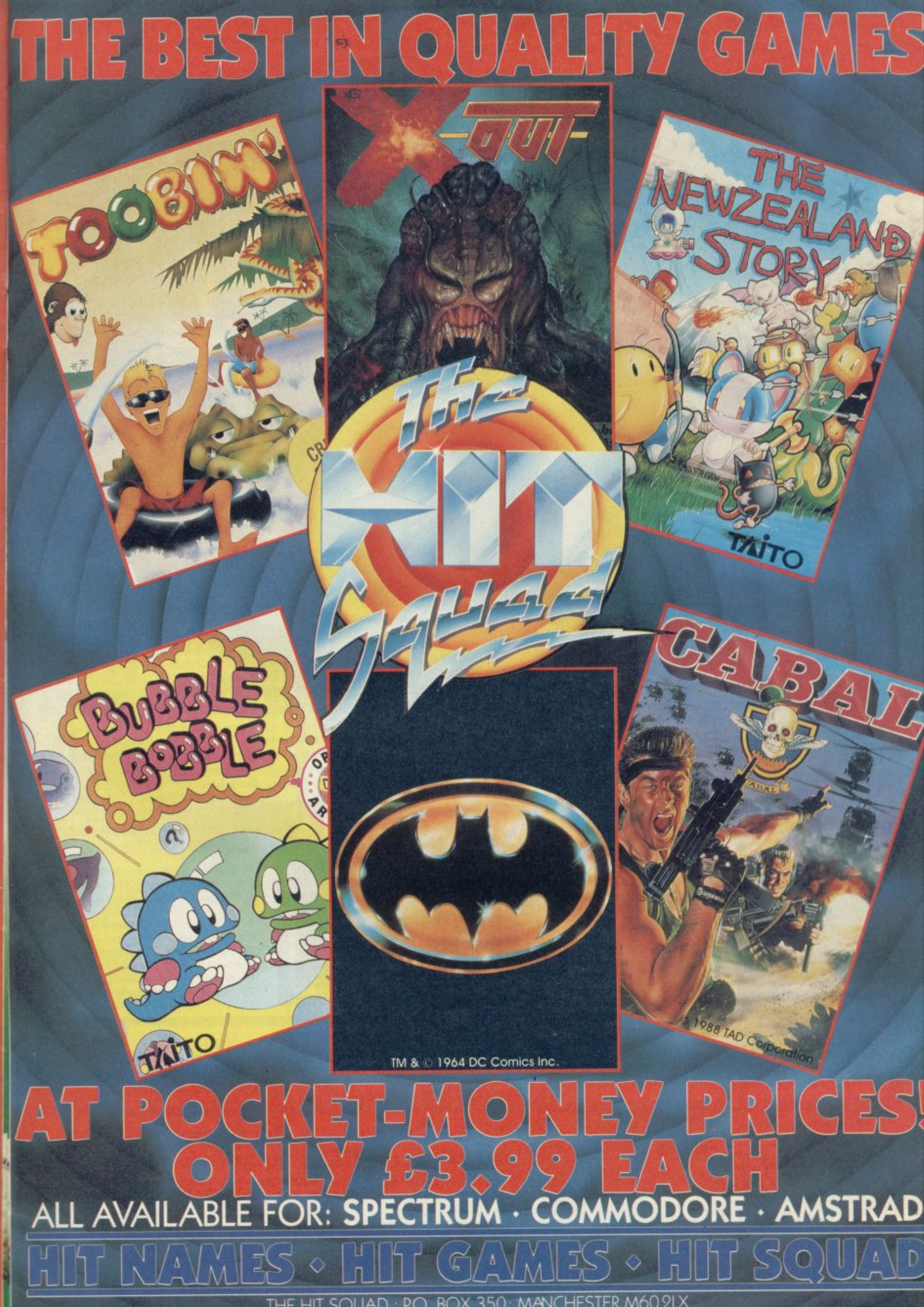
DRAW BRIDGE

This is hard! Drive between 140 and 170mph over the first hill. On the next move at about 140mph. Repeat this procedure for the next hill. Over the last bit go as fast as you can. Do the same the next two times around. Now you've finished the game!


The DRAW BRIDGE







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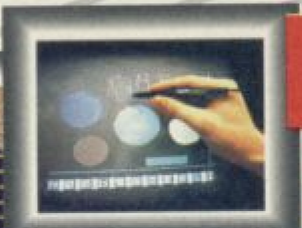
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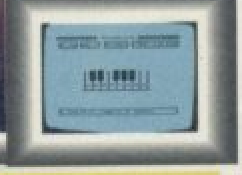
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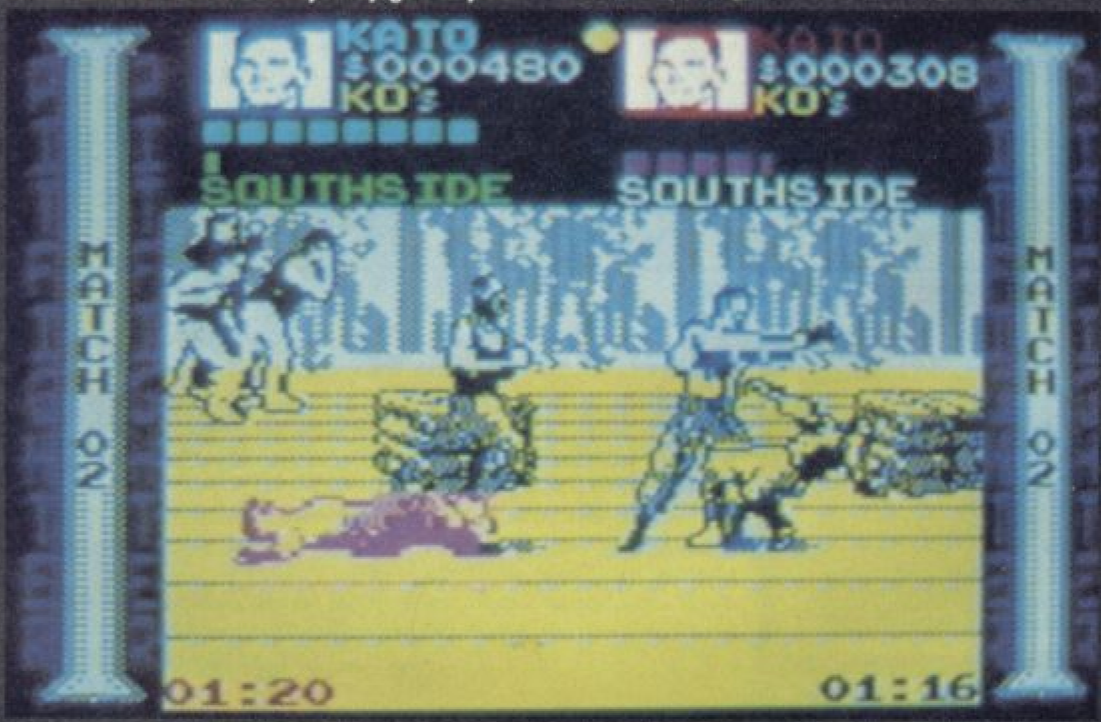
PIT FIGHTER

If you've seen the arcade version of Pit Fighter you'll already have a four inch trail of saliva hanging from your jowls. So hold on to your loincloths 'cause the Spectrum version (that's right,Spectrum version!) is on the way! The people behind this incredible conversion are DoMark and it is one of their most ambitious to date.

The coin-op game, by Atari is made entirely of digitally processed graphics incorporating real actors that were filmed and broken down into computer code. Unique camera "zoom" and "side to side pan" is used in the arcades and it has amazingly been retained for you to gasp in awe at on the Spectum! All this techie talk basically means that a "camera" follows the fighters around and keeps them in perfect size ratio the closer or further away they get to you.

The size of the sprites are constantly updated to keep all the action in perspective. The game itself is a no-holds barred underground street fight. You can choose between 3 highly skilled warriors form the world of Karate, Wrestling and Kickboxing. Each level throws you into the ring to face off with the toughest maulers the streets can offer. Use your fists, feet, head and elbows as well as a Super Move to deliver the crippling blows that will get you







IN THE PIT

15th July 9.32am a challenge was issued from DoMark's offices to the S.U. Hot Desk. A three man bust up between the mighty "Doms" and the Crew.

"No problem," said Garth clicking the knuckles in his fist with annoying regularity. "Matt, you're a big lad, are you in?".

"Just try and stop me, babe!" retorted Matt. "But who else can we have? Andrea's on holiday, Yvette's in Spain and Thomas is bogged down with the



WWF application forms! That only leaves Steve."

"Oh no not that big girls blouse!" Screamed Garth "He once tried to dissuade a mugger with a stern telling off!".

"But it's only little Claire from DoMark - not Attila the Hun" said Matt.

"You're right let's get into training. Not that I need to, there're plenty of girls out there who owe this body favours!"

"Listen man, I just want you to know that like, this violence thing is like, totally out of my character" protested Steve on DoMark's steps of doom.

"Relax babe," smirked Matt "you can take a back seat, Garth and I have it in the pan mahhhn."

As Garth slid open the glass doors, volumes of dry ice billowed out of the

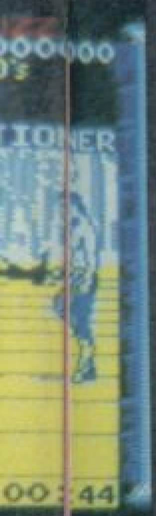
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through to the next round. But if your own skills aren't enough you can pick up a variety of weapons laying around to get the job done. Almost everything you see can be picked up and what you can't hold onto you can throw at you opponent including barrels, knives, shurikens, motorbikes and even people!

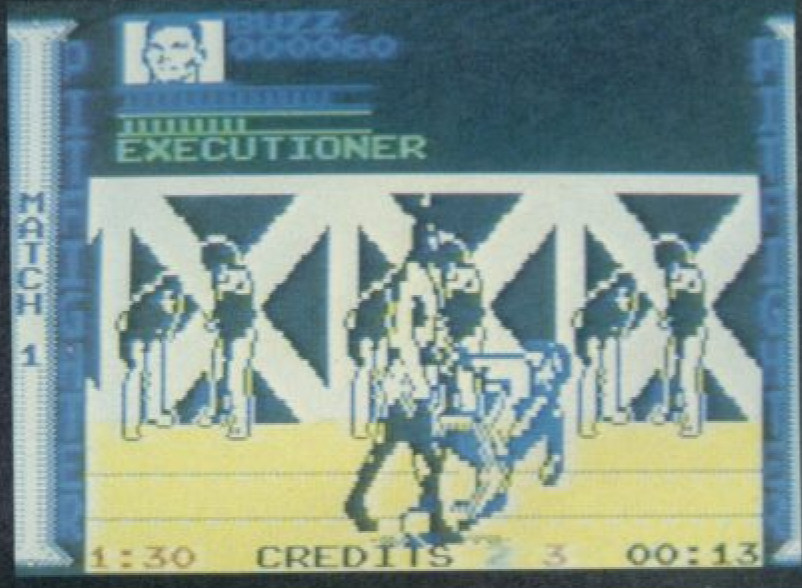
At the end of each match you are awarded a Knockout Bonus, Brutality Bonus and a Fight Purse. Every third match is a grudge match where you get to test your skills on a friend. Apart from collecting the green backs, moola, spondulicks or money each pit-fighter grapples his way towards the Elimination Match to produce the contender who will go on to fight The Ultimate Warrior and become king of the Pit.

Sounds like fun eh? Well you ain't heard the half of it. Pit-Fighter plays like a dream and the unique graphic style suits the Spectrum version perfectly. There's a fantastic intro sequence with graphics taken directly from the coin-op and squeezed into your Sinclair (excuse my language) depicting the fighters exercising and training their little pixels out. Superlative cracking, smashing and bashing sounds complement a rousting sound track that makes you want to travel the underground without your buss pass! Finished versions will be in the shops by October.











darkness. A huge cumbersome mass was barely visible through the fog. "Must be Claire," said Matt, "let's rumble!"

Matt dived into the darkness and a loud thud came back out. Garth then sprang into action and leapt with all the grace of a one-legged horny bullfrog into the gloom. This time there was no sound. Suddenly the mass began to move out of the ice towards Steve. "Oh no! Anyone got change for the launderette?" said Steye discharging in his undies.

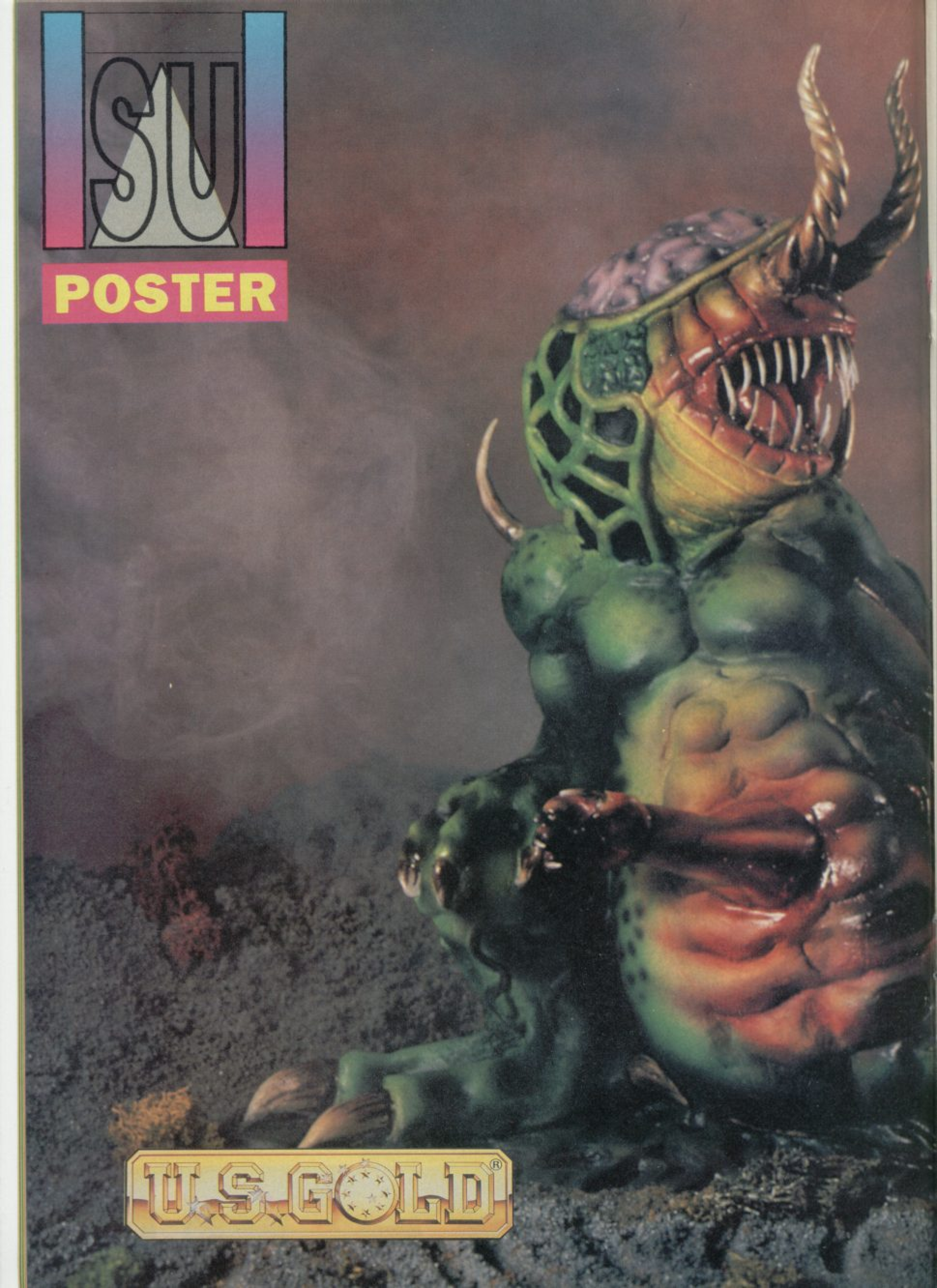
Emerging from the mist first came Buzz, leader of the Pit Fighters, to say he looked like a listed building on wheels would be an understatement. Hot on his heels were Ty and Mad Myles dangling the unconscious Matt and Garth from their massive arms.

"Er.., time for a quick exit. Anyone seen Attila the Hun?"

Hobbling home the threesome reflected on the days events "Where were you Garth?" cried Matt clasping a broken arm to his broken ribs "I only needed a few more seconds and I could've taken him."

"The only place you could've taken him was the vets. They were animals!" said Garth prodding his nose from various angles. "When will you guys realise; Vegetable rights and Peace - it's the only way."

"Steve. Shut Up!"


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IT'S SHOWTIME!!

Yes! And the Big Top goes up once again, amid howls and hoots of delight from over 50,000 computer gamers, who'll be exploring the plethora of software manu-facturers and even more gadgety types than you can shake a stick at! There'll be a whole hotchpotch of people selling Spectrum games and useful add-ons (like the Multiface 3) - ALL at seriously stupid cut down prices.

If you're coming then don't forget to use your money off coupon to get a whole pulsating 50pee off the admission charge. And once you're in remember to get yourself over to the EMAP stand and say hello to all the SU Crew (they'll be the folks that are sitting around looking immensely cool and sipping chilled champagne from crystal glasses. We'll be there to swap hints and tips, personally sigh a few autographs and take a few pictures of you for inclusion in the magazine. Don't believe us? Well if you don't come then you'll never know what you missed!

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Whilst on Saturday morning, top Radio One DJ's Jakki Brambles and Simon Mayo will be broadcasting LIVE to the nation directly from the show.

SU's amazing competition to win a family break in Paris for four. (That includes one adult to make sure that you don't run amuck. C'est formidable n'est-ce pas? All you have to do is to fill in the form on page 52 and pop it into the box on the EMAP stand. The winner will be drawn from the postbag of utter doom and notified on August 15th.



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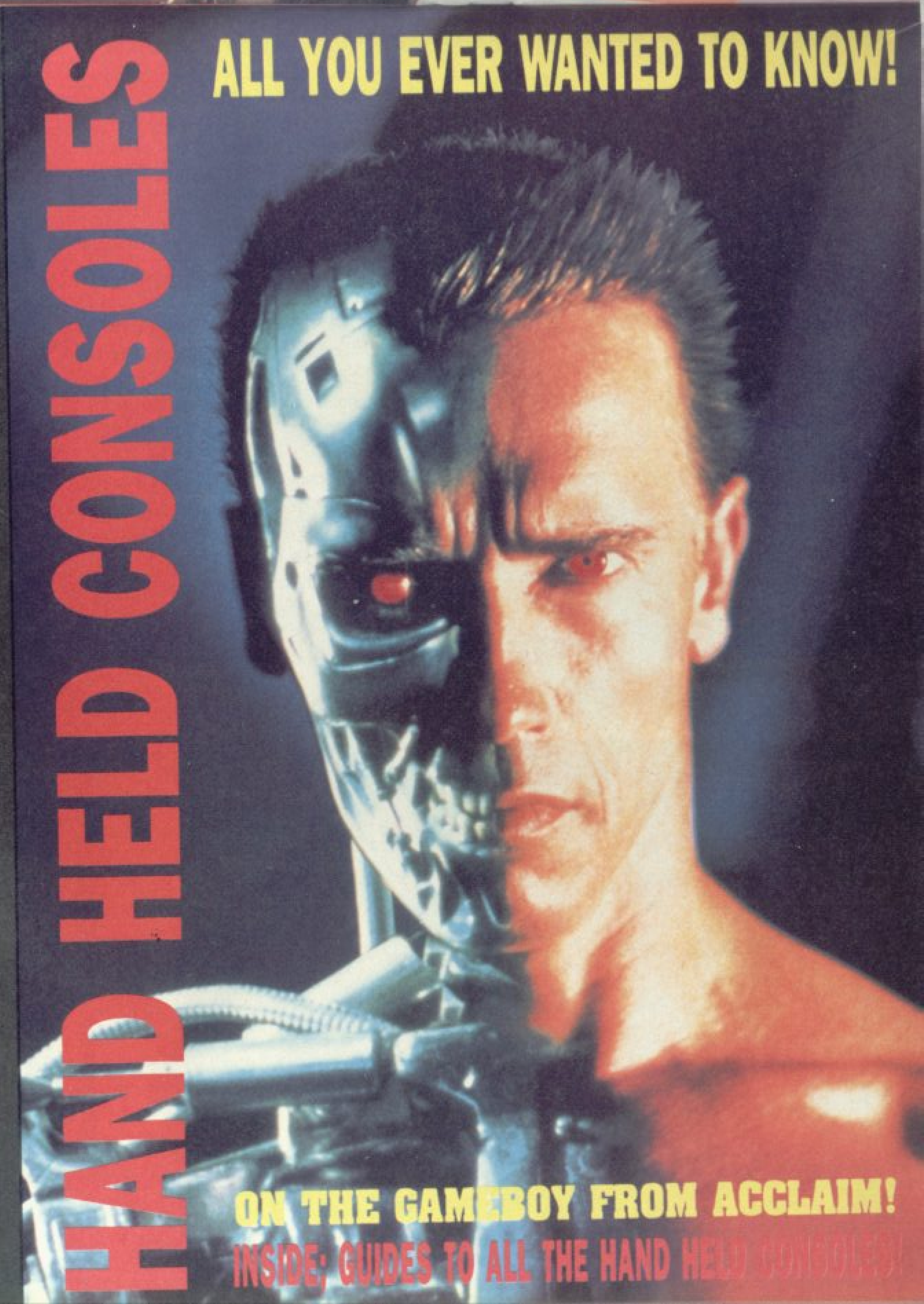
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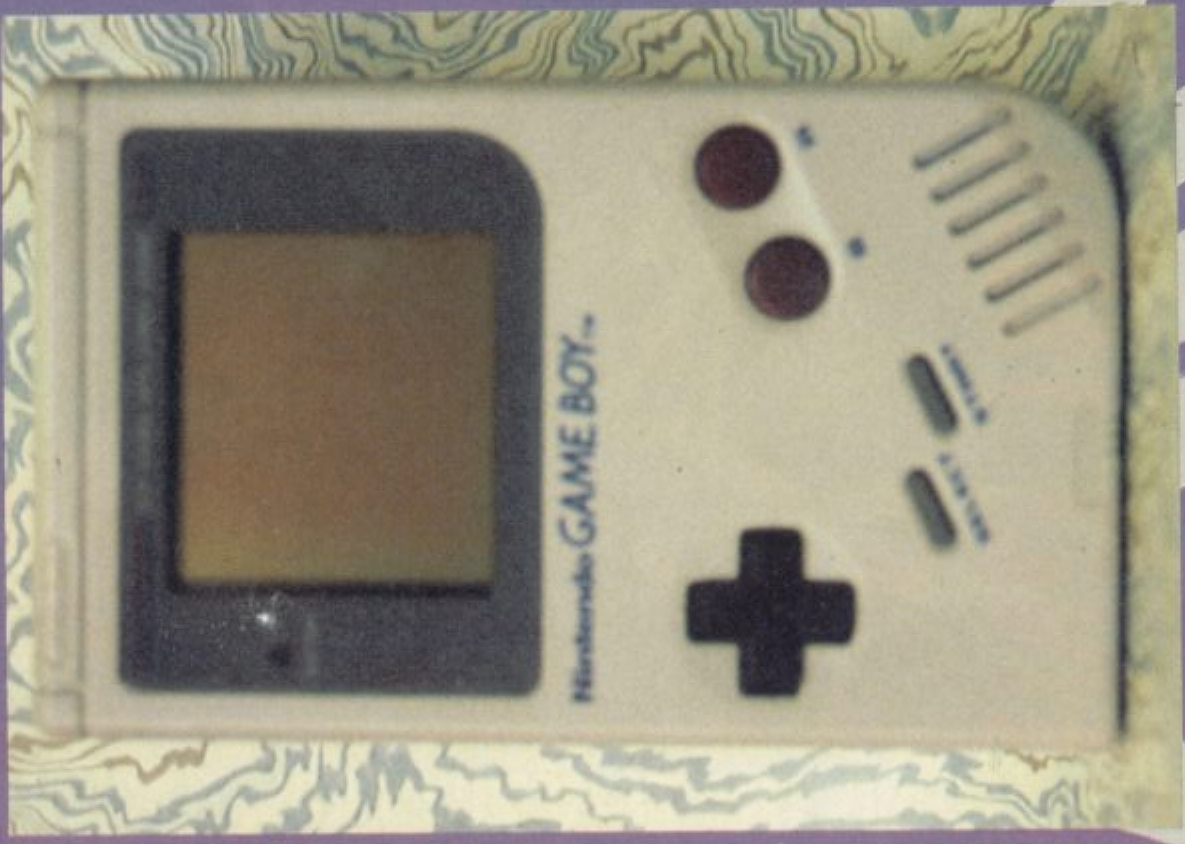
The Nintendo Gameboy was officially released in the UK last September, having already sold enormous quantities in Japan and the States. Featuring a LED display, the Gameboy can lay claim to being the world's most portable handheld on the market, as it easily slips into a pocket or bag (it's about the size of a Walkman).

Initially there weren't many games officially available for the UK, but now there's a whole bundle of great games. The Gameboy package includes the fantastic Tetris, together with batteries, stereo headphones (so you can listen to the groovy music and effects), and even a link cable. This allows two Gameboys to hook up, so that certain games can be played head-to-head (Tetris is brilliant!) With a special adaptor out now, up to four machines and four players can link up in this way.

Other games available include Super Mario Land (Matt's fave), Tennis and Golf. The recently-released F1 Race is a fast and furious dash around various racing circuits, while Dr Mario is an addictive puzzle game. Look out for Revenge of the Gator, a superb pinball game (and Garth's favourite), and Batman, the classic platform adventure.

Although the display is only black and white, it makes up for this by having some of the best games on any system. The other main advantage of the Gameboy is the price - it's significantly cheaper than most other portable consoles and has the best battery life of all. Up to 25 hours from four AA longlife batteries and even the games are less expensive - expect to pay around twenty to twenty-five pounds for a Gamepak.

In conclusion, the Gameboy offers an affordable system with great games, but unfortunately the lack of colour discourages many people. As the prices for portable consoles don't vary to a great extent, grab every opportunity to sample the system and games before deciding. The Computer Entertainment Show allows you to do just that.







GAMATE

PRICE: £49.95 (Or £29.95 in the competition on the back cover of this pull out.)

The Gamate is a relatively-unknown handheld, but was released in this country a while back. It's not from one of the big companies (unlike the other handhelds in this feature), in fact it's manufactured by Cheetah, best known for their joysticks.

The Gamate features a monochrome (one colour) LCD display, the same system used in the Gameboy. The usual Start and Select buttons, together with two fire/jump (or whatever the game requires) buttons. The thin cartridges slot into the back of the Gamate, and a flick of the On/Off switch is all that's needed to get things going.

So far a few games have been released for the Gamate. First off is Magic Bricks, a version of the classic arcade game Break Out. The idea is to bounce a ball around a squash court-shaped area, blasting blocks to smithereens while preventing the ball from escaping past your bat.

Other games available include Bomb Blaster, which is similar to the arcade smash Bomber Man, and Willy Apee, a game about Willy who has to travel through dozens of mazes picking up fruit and digging pits under his enemies.

The Gamate is a good purchase for those on a fixed budget, especially in conjunction with our special readers' offer. It has its faults though - the screen can be quite blurry with some games, and the games won't be as forthcoming (nor necessarily as good) as those of the Gameboy. So, as always, check out the portable console before you make your final decision.

ATARI LYNX

PRICE: £99.99

The Atari Lynx has been available longer than any other hand console in this country - since 1989 in fact. During that time the price has plummeted from nearly two hundred pounds to the current tag although as with the Game Gear this price doesn't include a game or power supply.

The Lynx boasts a large selection of games now, including the classic California Games and the thrills of World Cup Soccer and Ms Pacman. Puzzle fans have Klax, and this is easily the best version of that game on ANY system, computer or console.







Atari have a veritable deluge of games planned, so the Lynx has a bright future in this department. Look out for games such as STUN Runner, Blockout, Basketbrawl and even Bill and Ted's Excellent Adventure!

The Lynx is a full-colour machine, and the quality of the graphics is amazing - it has the best of all the handhelds. Unfortunately the Lynx's biggest drawback is the power problem. The battery life is awful, and it costs nearly a pound an hour to run the Lynx from batteries. Therefore either rechargeables or a mains adaptor is required to run the Lynx for any length of time.

The other slight problem is the size of the Lynx. It's no problem to put it on your lap, but don't expect to be able to put it in your pocket! Still, if a laptop console is what you're after, then the Lynx is an excellent choice.



SEGA GAME GEAR

PRICE: £99.99

The Sega Game Gear was officially released in Britain a few months ago, and is proving to be a strong contender for the Gameboy's crown. It offers a colour screen, relative portability (although it's slightly larger than the Gameboy), and an adequate battery life of three to four hours (those colour screens really eat up the power!) Even better though is the imminent release of the modulator means that the Game Gear can transform into a mini TV in seconds!

The Game Gear is to all intents a miniature Master System. However Sega are committed to releasing original software for the machine, as well as converting classic titles from the Sega games' library. One of the first games to be released was Super Monaco GP, the exciting racing game set in the south of France. More recently, GG Shinobi is the latest episode of the Joe Mushashi saga, with sword-wielding ninjitsu being the order of the day.

The Basic pack for the Game Gear comprises very little indeed - in fact you get the machine only. So if you're buying a Game Gear, budget another twenty-five pounds to get a cartridge - the Game Gear's not much fun without one! Power supplies can be bought separately, to save on batteries - which also add to the overall cost.

The selection of games is increasing all the time, with great titles like Mickey Mouse, Wonderboy, and Columns. The definitive beat 'em up, Golden Axe, also makes a welcome appearance on the Game Gear, and blast fans are catered for with G-Loc, an Afterburner-style romp through the skies, with dozens of angry enemies zooming towards your craft.

The Game Gear offers a good colour system, but it's a shame that the machine does not come with a game so that you can get playing immediately. Still, software to date has been of a relatively high standard and the Game Gear has a bright future ahead of it. The size is about right, and let's hope it avoids becoming just a portable Master System - Sega should fulfill this machine's potential.

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GEAR. Then the clever computer on the other end of the line will automatically switch you on to the relevant line.

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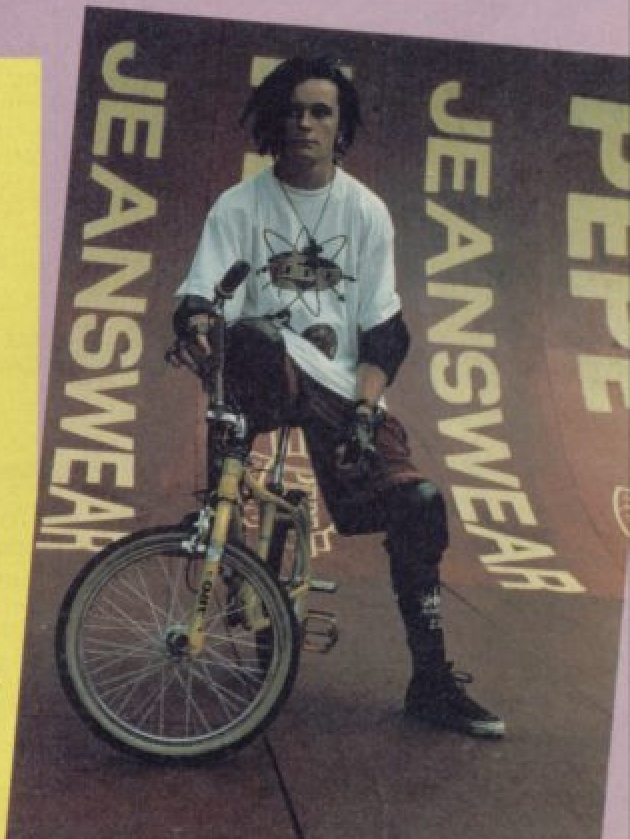
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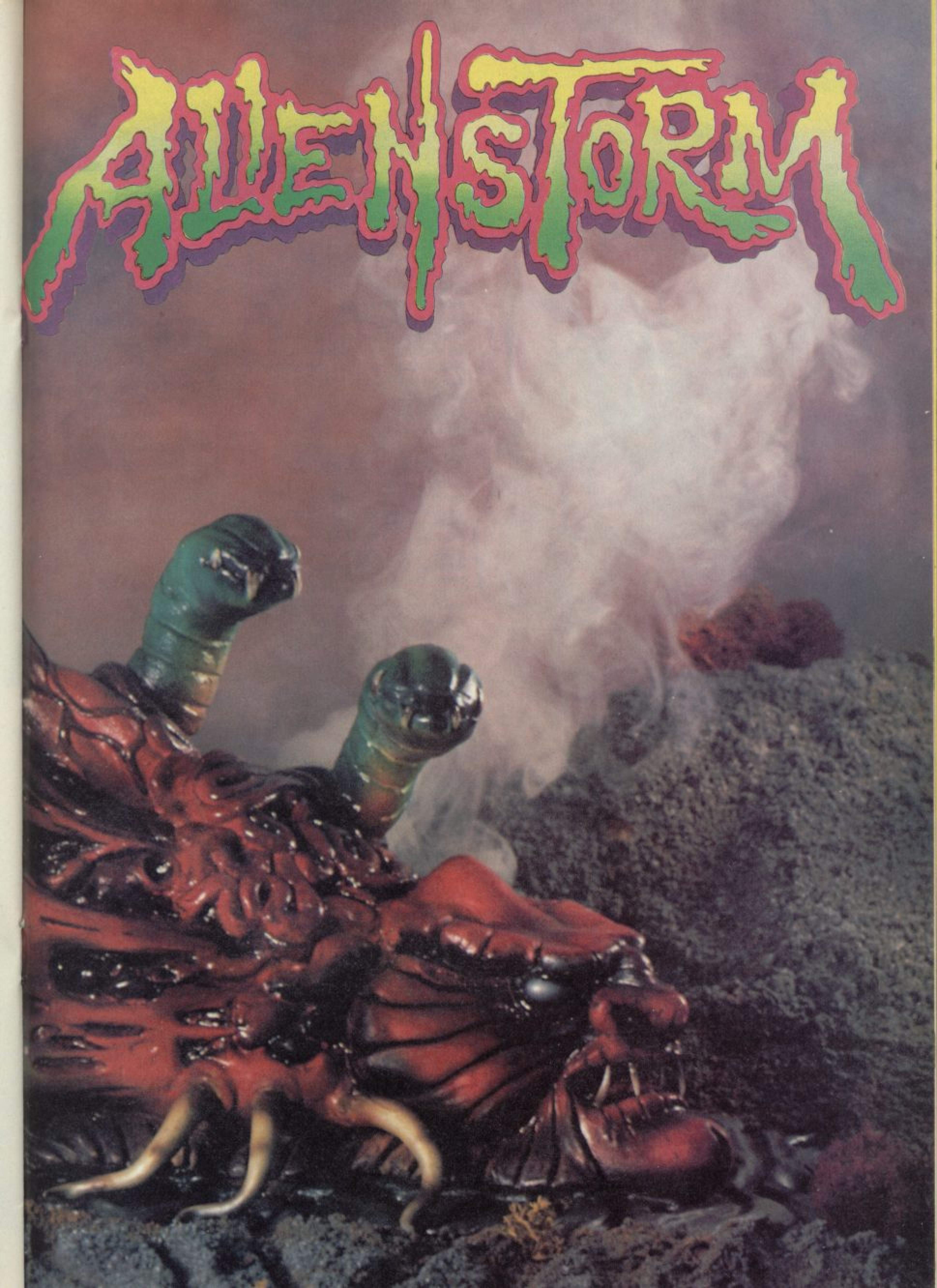
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ALIEN STORM

The Sorc



Greetings, mortals. I was talking about music trivia recently, and now I am happy to say that I have found another source of inspiration for adventure games, in the form of a book called Leonard Maltin's TV Movies and Video Guide. It is an American publication which manages to list over 19,000 films (both big screen and made for TV ones) from various parts of the world, and gives such information as stars, director, and running time, along with a mini-review. The author certainly doesn't mince his words when it comes to the really bad films, but he is also lavish in his praise for the all-time greats, such as Citizen Kane or the classic 1946 version of Great Expectations.

However, not only is this book an invaluable guide to just about every film that you are ever likely to see on television, it is also a rich source of inspiration for ideas for adventure games - if the old grey matter is finding it hard going. What, for instance, could you make out of a title like Dead Pigeon On Beethoven Street (a 1972 German film), one of the best film titles that I have ever come across, easily eclipsing that old favourite Attack Of The Killer Tomatoes (which, in case you haven't seen it, is so bad that it is very good!).

Other gems include Purple Death From Outer Space, Zombie Island Massacre, Island Of The Burning Doomed, and many more. Virtually every page has a great title on it, and anyone short of ideas for a game would only have to sift through a few entries before finding something that is bound to spark off a thought or two.

All of this leads me nicely into a game that I recently received from Jack Lockerby of River Software. The title of the game has been a film on at least four occasions, it is also a book (this is beginning to sound like Give Us A Clue!), and it is called Treasure Island.

To quote from the information that I was sent, the plot of Treasure Island is simple, and it concerns the hunt for buried treasure on an island named, appropriately enough, Treasure Island. Two rival groups of people are searching for the treasure, one consisting of pirates led by Long John Silver, and the other a group of people led by Squire Trelawney.

You play the part of Jim Hawkins, whose parents run the Admiral Benbow Inn.

As your father is ill and your mother has taken him away for a rest cure, you are left in charge of the inn, which features characters such as Billy Bones, Black Dog, and Pew. The latter gives Billy Bones a "Black Spot", or pirate summons, which causes him to have a fatal heart attack.

Off we go then to the good ship Hispaniola, under the command of Captain Smollett. This forms part of the game, and a nice touch is that you can talk to Smollett (actually, you Gamma radiation in his laboratory one day. This, naturally enough, had MUST talk to him) and report information to him about impending mutinies and such like.

Part two of the game is mainly on the island where Doctor Livesey is in command, and again you'll be doing some talking to him.

This is a PAWed game, so you know what sort of layout and standard commands to expect, although there are some other, more unusual, commands as well, along with some fun and games with containers.

You start off by examining the unfortunate Billy Bones and taking the black spot from him by unclenching

Wit

DODGY GEEZERS PART 2

(from where we left off): northwest to the yard manager's hut, examine hut to see a small primus stove, a desk, a tiny fridge, a carpet and a calendar. Lift carpet to see a manhole cover. Lift cover. Go down to the top of a rusty ladder, light match to see that you are in the sewers, down to a disgustingly smelly filthy sewer, west to a sewer too horrible to describe, where you find an old oil lamp. Get lamp, light lamp. Go down to an old rusty ladder leading to the nastiest part of the sewer system, down to the sewer with a ladder and inspection point 7, block 6, drain 4. Go west to the sewer with a plopping noise, north to an unspeakably filthy sewer, east to the sewer with a ladder and inspection point 7, block 6, drain 4...more next time.

THE LABOURS OF HERCULES

(from where we left off): (Eurystheus sets you the task of the ox of Geryon). s, w, get spade, get rope, e, s, s, e, e, e, e, s, se, e, e, e, in, get trident, get javelin, n, w, w, w, ne, sw, w, w, w, dig, w, throw trident, get trident, chase ox, e, d, tie ox, u, e, e, e, n, nw, w, w, w, w, n, n, n, give ox (Eurystheus sets you the task of the

eress

his fingers. You'll need this later on when accosted by some pirates. From here on it's all good fun (and infuriating at times, when you realise on board the Hispaniola that you can't hide in the barrel as you remember from the book or film until all the apples have been eaten), and if you like anything to do with pirates, or just searches for treasure, then Treasure Island should keep you happily amused for a fair amount of time.

The game costs just £2.95 (payable to J A Lockerby), and the address to write to is 44 Hyde Place, Aylesham, Canterbury, Kent CT3 3AL.

Other games on the market include The Micro Mutant (which, as far as I can tell, is not a film title). This is the third and final part of the Microman trilogy from Compass Software (111 Mill Road, Cobholm Island, Great Yarmouth, Norfolk NR31 0BB), and if you've played the other two then you'll want to get to grips with this one. Even if you haven't, it stands up as a game in its own right. You are the title character, alias Professor Neil Richards, who was accidentally given a massive dose of X-a very strange effect, and the goal in the game is to get back to your laboratory and return yourself to normal.

Another PAWed game, but with some machine code additions, this has some very interesting problems. Not least of these is that you can "mutate" to alter your size, so what would be a normal problem to an average person becomes a very different one to a very small person (watch out for the wasp!). An entertaining game with some nice graphics, and a bargain at 1.99. Byeee!

GETTING YOU STARTED

THE ODYSSEY OF HOPE

(from where we left off): n, w, examine warrior (you see his purple hair), cut hair (which turns into a shield!), take shield, w, w, look (you see a spider), kill spider (its web turns into a ball of twine), take twine, s, examine food (you see bread and honey), take bread (the harpies swoop down and steal the food), scare harpies, bang shield, s, w, s, s, look (you see a ring in the wall), tie twine, s, (repeat until a minotaur appears), kill minotaur, use sword, take spear, n, n, e, examine fire, take wood, n, n, n, e, take pebble, throw pebble (hydra rises from the water), kill hydra, use sword, burn hydra, take teeth, drop wood, w, s, s, w, look (you see a monster with 100 eyes, who we'll deal with next time).

THE BIG SLEAZE

(from where we left off at the start of part two): drop cloth, get bills, get gun, climb out, s, s, in, give bills (the old man gives you the model aeroplane), out, n, e, in (wait if it's closed), s, whisper to librarian "bullfinch" (she gets out a paper), read paper (the bullfinch is lost in Central Park Lake), n, out, w, n, climb into car, drop model, touch wires, drive to Central Park, climb out (but only in daytime, otherwise you get mugged), n, n, w, get net, e, n, e, n, w, n, examine bridge (you see a small whale!), shoot whale (boo! It capsizes), get whale (you fish it out with the net), drop net, examine whale (you find a Maltese bullfinch)...to be continued.

THE PAWN

(from where we left off): push blue pedestal to reveal a niche. If the key isn't there then the adventurer must still be around somewhere. The long slender key opens the door in the ice tower. To rescue the princess, tie rope to four-poster bed, open window, get princess and climb down rope. If you have the legless horse, get him to carry all your equipment. If you've rescued the princess, put her on the horse. Look under the carpet in the office to find the safe. Give guru's rice to alchemist. Take armour from adventurer, and wear it to get past the short-sighted dragon. Push weak wall up shaft...and more next time!

THE PHILOSOPHER'S STONE

(from where we left off): use axe, get lodestone, leave, down, s, s, buy camel (you are told that the camel goes in the opposite direction), drop dinar, get camel, ride camel, n (which means you're going south), west (because you want to go east, dismount (camel runs off and dinars fall from the saddle), drop axe, get twine, fill bottle, east, east, up, enter, ring bell, ring bell, ring bell (the south wall opens), south (a voice asks "who disturbs my sleep?"), kassim ("Who sent you?"), abu ben yussef ("What do you want?"), help ("Who do you seek?"), malaak, drop bell, get mirror, get lamp, north, north, down, east, spread carpet, east, get carpet, enter, south...to be continued.

ts End

golden apple of the hesperides), s, w, drop spade, e, s, s, e, n, n, nw, n, jump, e, in, give trident, s, w, jump, s, se, s, s, e, e, e, se, sw, w, w, w, w, w, sw, throw javelin, w, get apples, e, ne, e, e, e, e, n, nw, nw, w, w, w, w, n, n, n, give apples...one labour to go!

EL DORADO

(from where we left off): go to the clearing with cairn, remove stones, get axe, at west side of ravine chop tree (which means you can now cross the ravine), go to middle of circular room and push altar, down and get sword, up and north across rope bridge to top of burial mound, chop sapling, get sapling, lever slab, drop sapling, drop axe, down (you can get here from sword location, but you have to lever the slab for maximum points), get gold figurine, get gold llama, get golden cornstalks, cut web with sword at entrance to mausoleum, drop sword, go back to start of game at statue and drop figurine, llama and cornstalks (only allowed one return without helmet!)...to be continued.

THE BOGGIT

(from where we left off in part three): e, e (you meet Lard, and if you wait he will demand two items from you in exchange for a bow and arrow), drop small curious key, drop duty free (Lard now drops a bow and arrow for you), take bow, take arrow, remove ring, w, n, u, n (you now receive a warning from the dragon, but you can safely ignore it), w, read notice (the bird tells you where to shoot the dragon), e, n, n, shoot tail (you now have an ex-dragon), look, take treasure, examine barkenstone, take barkenstone, take arrow, s, s, s, d, s, s...to be continued.

THE CRYSTAL FROG

(from where we left off): n, w, w, give food, get rope, e, get bar, wear mask, s, s, empty bucket, jump pit, drop bucket, drop mask, get frog, e, get tablet, w, w, w, w, eat tablet, get bottle, n, use rope, drop rope, s, s, read book, pull shelf, s, w, get tiny, e, n, n, w, wind clock, look, get spellbook, drop tiny, w, pull rug, d, open chest, look, get mallet, u, n, smash paperweight, drop mallet, get ring, e, ring bell, fill glass, drink wine, s, e, s, s, w, u, give spellbook, s, get pistol, n, w, n, give bottle, get mirror, get handkerchief, s, s, lift portrait, slide panel, look, get ball, polish ball, drop handkerchief, w, s, e, e, melt silver, load pistol, w, w, u, u, n, pull tapestry, shoot werewolf, examine door, 93 <space> 05... the end.



Sorceress
READERS LETTERS

Andrea Lamb, from Edinburgh in Bonny Scotland, writes: I know it's quite an old game, but in Quest for the Golden Eggcup can you please tell me how to open the gates to the temple. I guess that there must be something that I haven't found yet, but what?

* *As you trundle round the maze near the dwarf's home, all you have to do is find the Harrod's carrier bag and look inside it (the bag that is, not the dwarf's home!), and all will be revealed.*

Diana Ross writes: I've been re-playing The Challenge lately, and have been having some problems with the guards. How do you get past them? I've been wondering if it's anything to do with the bear cub, but its mother seems a little bit too over-protective to me, so what do I have to do?

* *Is it anything to do with the bear cub? Yes. Examine the cub, and you will find that it is very fond of apples but doesn't like being separated from its mother. So, take the cub, and it will pinch the apple core from you. Go west, and its mother picks up the scent and starts following you. Go north, north, then drop the cub, and the mother bear will sort out the guards for you in no uncertain manner, as you will soon discover if you go east twice and examine guard.*

Ralph Douglas, from deep in the heart of Suffolk, writes: In the game called Merhownie's Light, I seem to have come to a complete halt, with an unbridgeable chasm one way and a dead end in another direction. There's some oil-stained boards on the ceiling, but the input PUSH BOARDS doesn't seem to do anything, so is there something that I've missed?

* *Dear Ralph, are you sitting comfortably? Then I'll begin, and tell you that this is one of those annoying little problems where you are trying to do the right thing, but not using the right words. The desired input (which should be push boards, as you say) is PUSH UP. I told you it was annoying!*

Liz Brown from Preston in Lancashire, writes: I think that Rigel's Revenge is a great game, but can you tell me how I get past the robotank? I think that you must have to distract that caretaker robot or something, because that's what keeps stopping me from going on the grass when I try to get round the robotank, but I can't think of a way of doing it. Can you help?

* *Of course! Distract the caretaker by throwing the bone to the small dog, then the dog pack chases it and you to the park. The caretaker then chases the dogs off, and they all get shot up at the barricade, which means that you are now free to walk on the grass as often as you want and can easily get past the robotank.*

If you're stuck in an adventure and would like the knowledgeable attentions of the Sorceress, then just drop her a line at: The Sorceress, SU, Priory Court, 30-32 Fanningdon Lane, London EC1R 3AU.



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MICROSNIPS

MANCHESTE
E

It's a funny old game, football. Recently there have been trillions of soccer games released on the Speccy. Does this mean that the winter will see dozens of cricket games? Oh well, at least MUFCE offers a great deal more than most of the latest slew of footie games.

LABEL: Krisalis

MEMORY: 48K/128K

TAPE: £11.99

DISK: n/a

MAN U FAX

Manchester United have had an exciting history in the crazy world of English football. They joined the Football Association League in 1892, but preformed dismally in their first season. They first won the League in 1908, and the FA Cup the next year.

During World War II Old Trafford, their ground, was hit by a Luftwaffe bomb and forced to close - Man U moved to City's grounds at Maine Road.

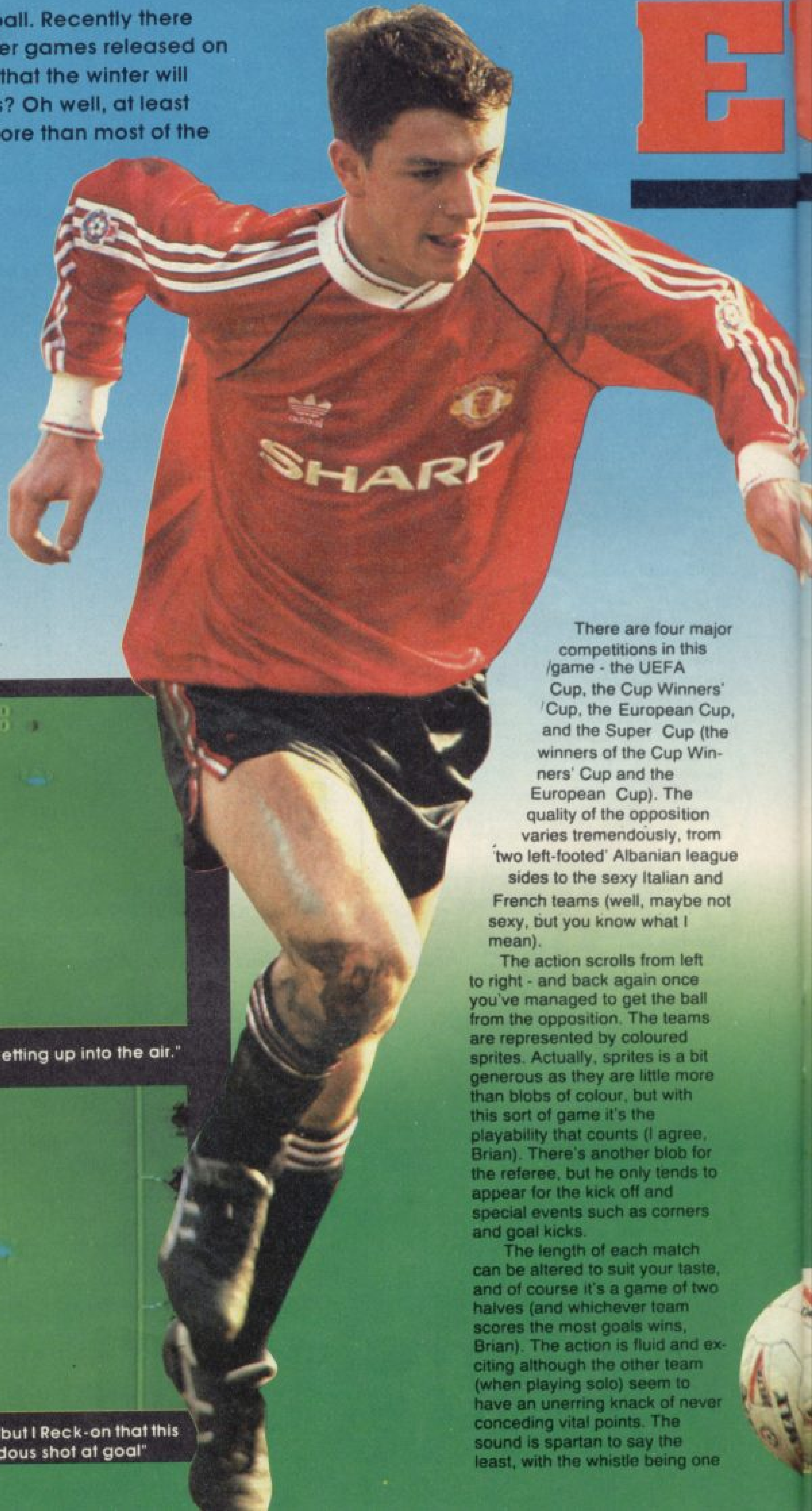
Matt Buby's guidance after the war proved invaluable, allowing them to gain a host of trophies, and they were League runners-up four times.

The 'plane crash of 1958 was a major disaster for the team and for English Football. Returning from Munich, the team lost half its players as well as its manager Busby.

Today Manchester United are doing rather well, having won the FA Cup and Cup Winners Cup. But how will they fare next season?

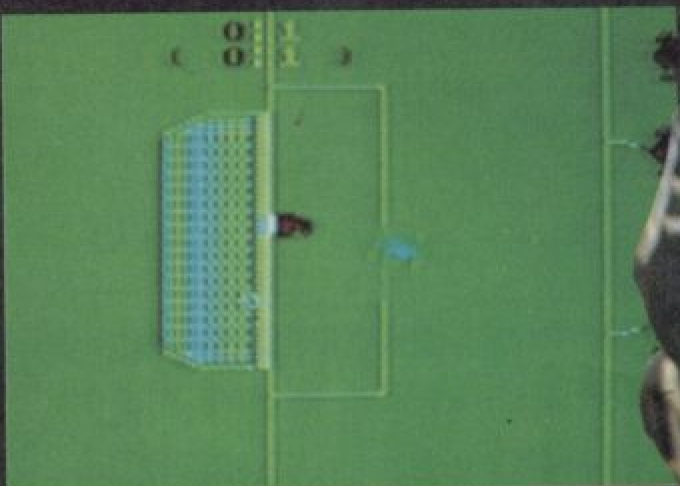
Manchester United are one of those teams you either love or hate, and everybody still sympathises with them because of the 'plane crash many years ago (1958 to be exact) that wiped out most of the team, plus the manager Matt Busby. But does that mean that the game will be all it's cracked up to be?

Most soccer games currently appearing on the Speccy tend to be bogged down in reams of statistics, with transfer tables, training, fixtures, ad infinitum and ad nauseum. Man United Europe avoids all this by concentrating on the main event - the games themselves. Easily-manipulated menus guide the player through the options available, but still give the opportunity of getting straight into the action.





"There goes the ball Brian, rocketting up into the air."



"And it's very tense now Jimmy but I Reck-on that this should definately be a tremendous shot at goal"

There are four major competitions in this game - the UEFA Cup, the Cup Winners' Cup, the European Cup, and the Super Cup (the winners of the Cup Winners' Cup and the European Cup). The quality of the opposition varies tremendously, from 'two left-footed' Albanian league sides to the sexy Italian and French teams (well, maybe not sexy, but you know what I mean).

The action scrolls from left to right - and back again once you've managed to get the ball from the opposition. The teams are represented by coloured sprites. Actually, sprites is a bit generous as they are little more than blobs of colour, but with this sort of game it's the playability that counts (I agree, Brian). There's another blob for the referee, but he only tends to appear for the kick off and special events such as corners and goal kicks.

The length of each match can be altered to suit your taste, and of course it's a game of two halves (and whichever team scores the most goals wins, Brian). The action is fluid and exciting although the other team (when playing solo) seem to have an unerring knack of never conceding vital points. The sound is spartan to say the least, with the whistle being one

R UNITED
UROPE

scores

GRAPHICS	78
SOUND	70
PLAYABILITY	86
LASTABILITY	88
OVERALL	**85%**

Matt Regan

Despite a few graphical problems this is a fun footy game that delivers a real kick and I recommend it to all soccer fans.

Review





Compare your won performance with the opposition.



There's always room for improvement with training.

of the few effects - with the obvious exception of the sound of the ball being booted around the pitch. Oddly enough, the same sound is used for throw-ins!

Other options available for the budding Man U manager include changing players' positions and improving statistics. Still, it's the ability to wibble that joystick that counts in the end, as otherwise the other team gets in the goals. The matches are played over two legs (those of a dead team-mate, ho-ho), so disaster in one match isn't necessarily the end of the world.

MUFCU is lots of fun to play, especially with a human opponent (or your sister). Although the graphics aren't particularly interesting to look at, they usually manage to convey all the relevant info at a glance. The gameplay's good and that's what really counts in any game. As Krisalis have managed (pun intended) to avoid bogging down the game with reams of statistics, it plays smoothly. My only real gripe is that it's a little too easy, but as there's so much to do in Man United Europe, you won't exhaust its potential quickly.

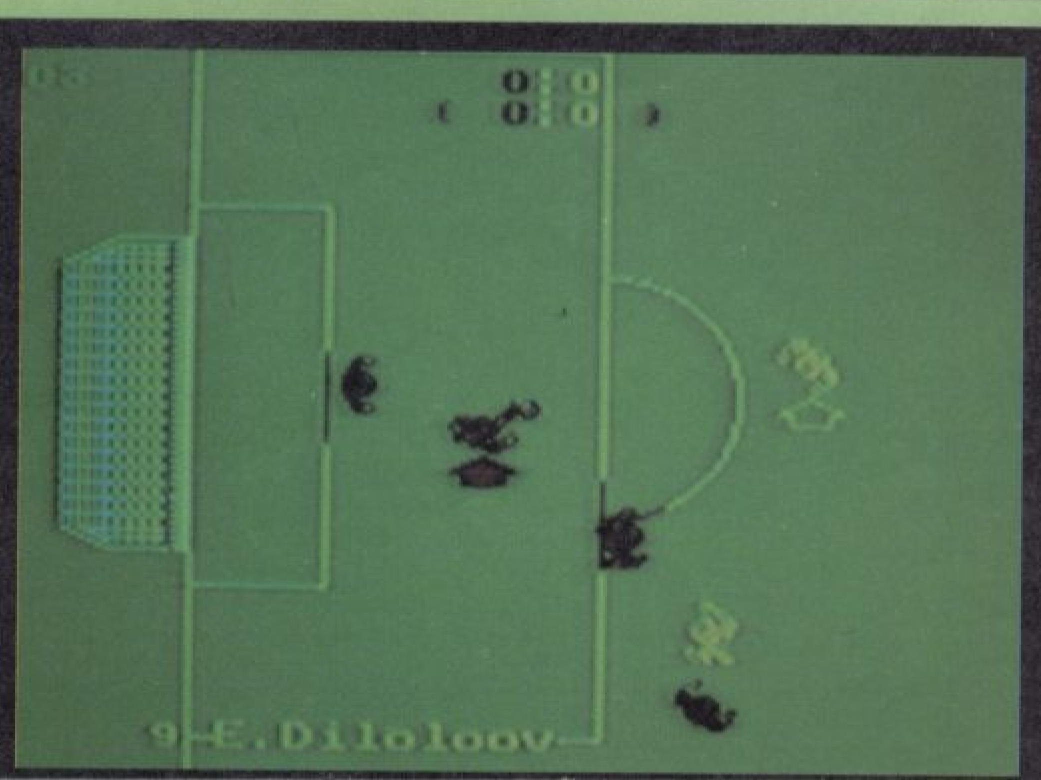
More good sporty stuff from Krisalis to comlement their excellent Jengir Khan Squash.

Let's hope they'll be producing some more games for the Speccy soon!

ISU SILVER



Your choice of cups runneth over.







GARTH: *The original Manchester United was actually quite good and with the release of the European version, Krisalis have made a good game even bet-*



ANDREA: *My boyfriend plays football and even though I don't mind whether I watch it or not, I still enjoy seeing players in their shorts. I even enjoyed Man Utd. Europe.*

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Matt:
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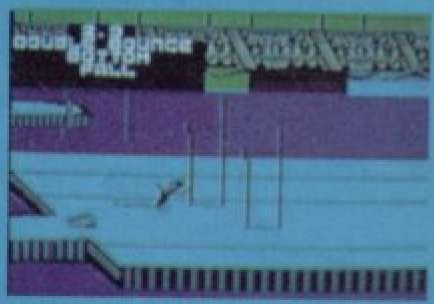
Garth:
Summer Games was a fab product when it first came out and still is - it's just a pity that we've all got a ittle impatient with multi loads since...



There's no Karate in the Games, so why have it in the intro sequence? Why indeed ....

THE GAMES
SUMMER EDITION

Now here's one that's guaranteed to lessen the life of your joystick. Eight events of wrist wrenching action set in sweltering Korea. The Games is a fine adoptation of such joystick wrenching, button bashing arcade hits as Track and Field and Hydro Sports in so far as that it makes use of big sprites, appropriately detailed backdrops and a rich sound that off sets every event very nicely indeed.



Get thrown in at the deep end.

You can take part in archery, diving, hurdles and a whole host of athletic disciplines as diverse as hammer throwing and the uneven parallel bars! Very nice to look at they maybe, with split screens and animation that switches between the decorative and the functional, but trying to control the sprites in some of the more complex events, such as the rings, is a different story. The instructions don't provide much help, only minimal information in the form of flow charts! The only course of action left is to wagle your joystick until the rivets fall out or your hand falls off - whatever comes first!

Once loaded, there's a great intro with fab music depicting scenes from Korea that add special atmosphere and give the feeling of actual world competition including the "get on with it' factor as there is another long load before the actual game starts. In fact, every event has to be loaded in seperately which is a real drag (hey mahhn! -Ed) as some games will take you only 30 secs to complete followed by a wait of up to three mins for the next competition.

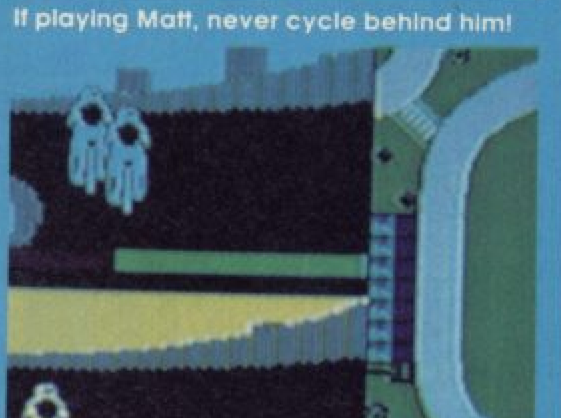
Taken on face value, The Games is very impresive, but it's best played in practise mode, missing out on competition but offering the chance to play your event again and again before loading the next one. A great opportunity has been missed.



Isometric bars don't serve cocktails but can still lead to a hangover.



If playing Matt, never cycle behind him!



Riding along on my pushbike honey......

Scores

GRAPHICS	85
SOUND	80
PLAYABILITY	65
LASTABILITY	67
OVERALL	70%

Steve Keen

Quite mouth watering in its initial stages. Very badly let down by multi load. Not so bad if there was some substance once loaded, but it's all over in seconds.

BUDGET

THE RAINBOW COLLECTION

LABEL:
Ocean

MEMORY:
48K/128K

TAPE:
£ 9.99

DISK:
£ NA



***Garth:* As a collection of three games, Rainbow Collection is not only ood value but also allows Ocean to look at a new, even lower price point for budget games. Whilst I may not be convinced of the sincerity of the offer, I'm still must say that this collection nonetheless represents tremendous value to Speccy chums everywhere.**

In the checkered history of computer gaming, releases that promise "fabulous new graphics and game play, never previously seen before" come and go at an awesome rate. Few live up to their hype and many games flop due to saturated publicity, but the trilogy of Bubble Bobble, Rainbow Islands and The New Zealand Story have all, individually, been carpeted with praise by the truck load and still (4 years after the first release) deliver.

Scores	
GRAPHICS	78
SOUND	68
PLAYABILITY	88
LASTABILITY	85
OVERALL Steve Keen	88%

Although the games are good (Rainbow Islands, excellent) as a collection they are in danger of becoming slightly tedious by being so similar to one another. Never the less a welcome release.

BEST ISU BUDGET

Bubble Bobble features two battling brontosauruses, Bub and Bob, who stagger their way through a platform- and monster-infested world, destroying the inhabiting beasts by blowing bubbles at them. Once touched, the monsters can turn into fruit which you can collect for your bonuses. Released many years ago, the graphics are very basic and just serve to hold the game together, but the game play and bubble blowing easily make up for the absence of detail.

Realising that this was a pretty good idea for a game Ocean decided to convert the semi-related sequel, Rainbow Islands. Using the same names, but different characters, you are a cute, big cheeked young lad with a talent for throwing rainbows. Using the same format as its predecessor, you must jump your way to the top of the screen by using the platforms or throwing a rainbow and mounting that. If you're too slow you'll be drowned by the rising water. There are seven islands for you to hop around, each infested with a different army of creatures (Insects, Toys, and Robots etc). The game makes use of loads of colour and the sound effects are coupled with a merry tune with which to play along. Easily the best game of the collection, you just can not fault it in any respect. With loads of bonuses, fruit, gems and add-ons to collect, I've had a copy for years and still dust off the box for a few hours of island hopping, it's pure gaming excellence!

To complete the adventure New Zealand Story takes you through another transformation. This time the action takes place on one island, New Zealand, and you take the role of Tiki the Kiwi. You have been kidnapped by the monstrous Walrus, along with all your relatives who have been hidden around the island to be scoffed by the big bully at a later date. Armed only with a bow and arrows you must rescue your kin and escape the Walrus's buddies. Not diverting from the style of the other games much, Tiki can commandeer balloons from other creatures in order to fly around. Spitting water from your mouth kills baddies and also replenishes oxygen levels whilst under water. Just rescue the Kiwi from each level and defeat the guardians. Whilst not as pretty as Rainbow Islands the game has large cute sprites and varied monsters. It can prove to be a bit frustrating at times as Tiki is not as nimble as he could be, but he can fire an arrow with the speed of a Kalashnikov!

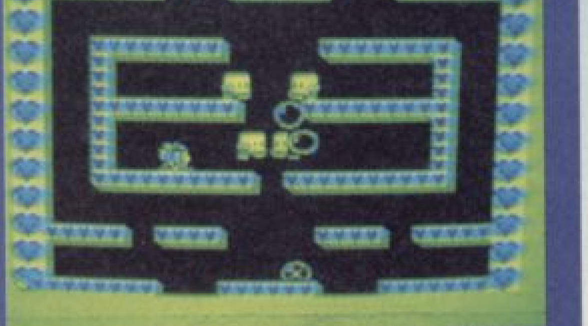
Rainbow Islands is the star of the show, but all the games are enjoyable and varied enough to warrant individual attention, although Bubble Bobble is looking very dated. If you have Rainbow Islands and are short of dosh I'd stick to that, but everyone else should snap up this fab collection. Many late nights and anorexic kids are predicted!



Check your flies - they're in the skies!



Reach for the flies. Get on top of the rainbow and let rip!



Blast dem bad boys with da big bubbles!

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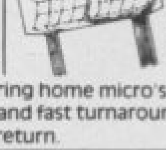
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Review

3D CONSTRU



LABEL:
Domark

MEMORY:
48K/128K

TAPE:
£24.99

DISK:
£24.99

BUILDING FAX

In January 1960 Dr Mary Leakey discovered a rough circle of loosely piled lava blocks which were revealed to be the earliest known human structure. They were associated with various other bones and artifacts and proved to be over 1,750,000 years old.

The tallest office building in the world is the World Trade Center in New York. It has 43,600 windows and is over 1300 feet. Cleaning the windows is not such a problem as you would imagine as there are few pollutants up there and the intense rain washes all dirt to the bottom!

The longest of the ancient aquaducts built by Romans is in Tunisia. It has been calculated, to have transported seven millions gallons of water a day. And it's still standing. Mind you, it's all water over the bridge now. Amazing huh?

I know what you're thinking. "Twenty five quid for a computer game, you've got to be pulling my leg with a tug boat!" But don't be put off straight away, 3DCK is not your everyday piece of disposable software. Domark have created a masterpiece in the home computer gaming market.

3-D Construction Kit is a high-tech package that not only lets you create three dimensional worlds and interact with them, but also lets you create slick, professional-looking games.

The package gives you all the tools with which to build your won games world. Imagine building your own castle complete with secret passages, traps, drawbridge and moat. Perhaps you'd like to build an entire alien habitat or a carbon copy of your house and actually be able to walk or even fly around from room to room?

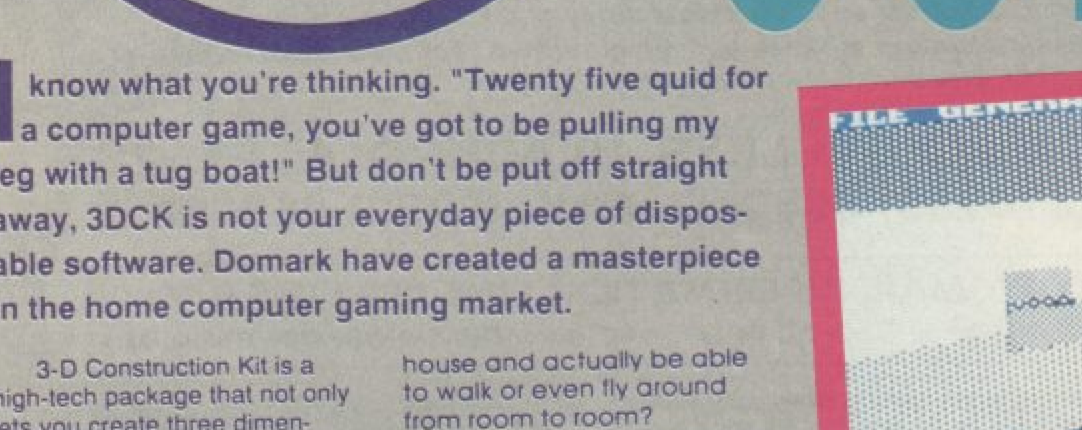
Over four years in production, 3DCK lets you dive into your dreams and bring them to the screen. A wise gamer once said "Don't condemn a game by the size of it's manual." And that's good advice here because this instruction book would not look out of place in The Old Testament! If you're the sort who refers to their manual when loading a 48k game on a 128k Speccy, then you're already fighting an uphill battle, but those thoughtful people at Domark have provided a step-by-step tutorial video that lets you build your confidence slowly.

On first confrontation with the main "world" window you will be horrified to find that their are 33 separate icons to click on. Many lead to another directory or table, but don't panic. Most of the commands (Copy, Create, Shade, Delete etc) speak for themselves. The best way to tackle this apparent nightmare is to switch off the computer and turn on the video.

The kit is fashioned on the Freescape system (as used in Castle Master). All building work takes place in "areas".

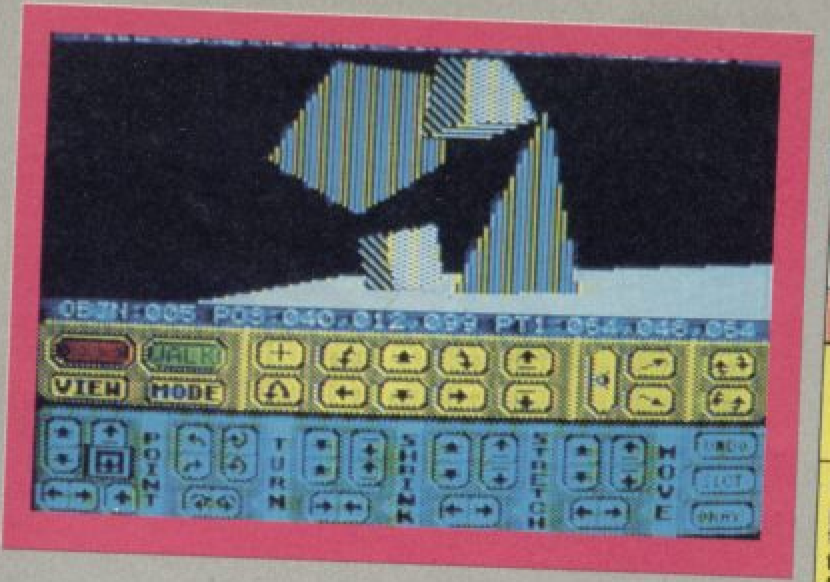


There's never a buxom nurse going spare when you need on



Flying the flag of hospitality. Take a walk on the REALLY wild 3D side or step inside.





scores	
GRAPHICS	90
SOUND	55
PLAYABILITY	79
LASTABILITY	96
OVERALL	91%

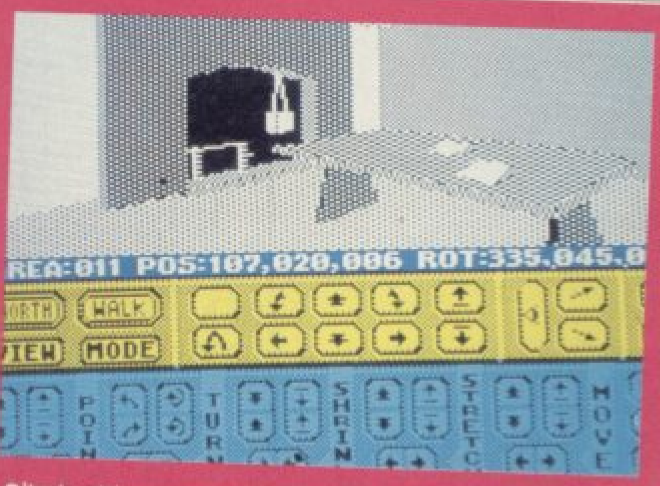
Steve Keen

Building your own games? The possibilities are endless and so's the fun. If you want to buy one product to keep you glued to your Spectrum for eons, then buy this one.

UCTION KIT

ISU GOLD





Climb chimney or get completely under the table!



Simple stuff, but shaping up nicely.

You chose your shape from the table and it materialises in the window on the area's surface. Once in view you can edit the 3D form to suit your needs, squashing and stretching it until you're happy to move on to the next addition. For all the cowboy builders there is the option to come back and make any amendments later. Practice, as they say, makes perfect.

Unfortunately in the Spectrum version there isn't any colour so we have to make do with shading our creations. This can be as good, if not better, as the colour option, just as black and white photography can be infinitely more dramatic than it's colour counterpart.

What really makes 3DCK exciting is the Freescape Command Language. With these simple programing commands you are able to interact with your world by picking up objects and carrying them or, by using the GOTO command, move to a different area. For example if you walked into a door, instead of bumping your head, you could pre-program the command GOTO into the memory. Once you reached the appointed pixel you would be placed safely on the other side. This language lets you shoot objects to reveal things, move objects around, open draws ad infinitum, in fact just about anything you'd expect to be able to do in a game you'd shelled out quids and quids for!

If you find that you're not as imaginative as the video would lead you to believe then there's a ready made shoot 'em up adventure for you to explore, but once you've discovered the awesome capabilities of 3DCK you won't want to spend too much time on that. The only limit is your imagination say Domark, my litmitation is that there's only 24 hours in a day!

A stunning achievement on the home computer made even more impressive by it's ease of use, manual and video. 3D Construction Kit will nurture the beginnings of many a new programmer. So fork out for it once and you could be buying a whole games designing career!

Review

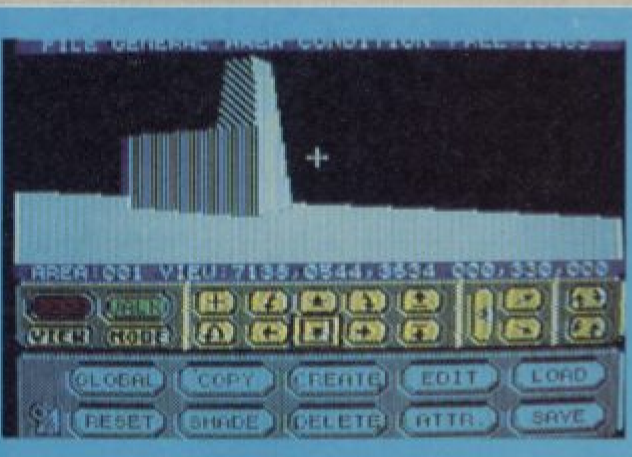
MATT:
A hefty price tag, but you really get your money's worth. It'll have you coming back for months.



GARTH:
Lets face it you could buy a lot of rubbish for 25 quid so do yourself a favour and invest it wisely in this. Just think, you may never have to buy a game ever again...

BUILDING FOR BEGINERS

Once you're back from the training video you'll be chomping at the bit to get into your designer world. But don't get in over your head. It's best to put a few cubes and triangles into the frame and walk around them for a few minutes to test the waters. There are eight shapes for you to play with and each of these can be stretched, shrunk, inverted, and generally transformed into a plethora of sub-shapes. For instance if you're building a house you'll notice that there's no roof shape but a quick stretch on the pyramid will make sure you keep out of the rain.











Oh la la

C'est incroyable, oui, mais le mieux magazine du monde - Sinclair User, naturellement - veut donner un vacance fantastique a toi! Ca m'est egal, alors, sauf le grand singe de Steve mange le centrier.

What Garth's actually trying to say is that SU has got together with US Gold, the company behind Fianl Fight and Alien Storm, to offer you one of the most fabulous competition prizes ever.

You, plus three other members of your family, will be whisked away to swingin' Paris for the weekend. You'll be put up in a swanky hotel, have lots of great meals of frog legs and snails (only kidding), and get to see all the sights of this truely marvelous city. The Eiffel Tower, the Louvre, Montmartre and Sacre Coeur, not to mention the Seine and Notre Dame - plus the chance to see the palace at Versailles. A cultural weeekend could be yours, or maybe you'd rather just live it up in this exciting and cosmopolitan city.

And what Heraklean task do you have to perform in order to win this superb prize? Climb Everest? Wrestle a large black rhino in heat? Nope, all that's required to win is answer a couple of questions. You won't have to be a Mastermind finalist either.

1) Upon what date do the French celebrate Bastille Day?

SHOW COMP COUPON

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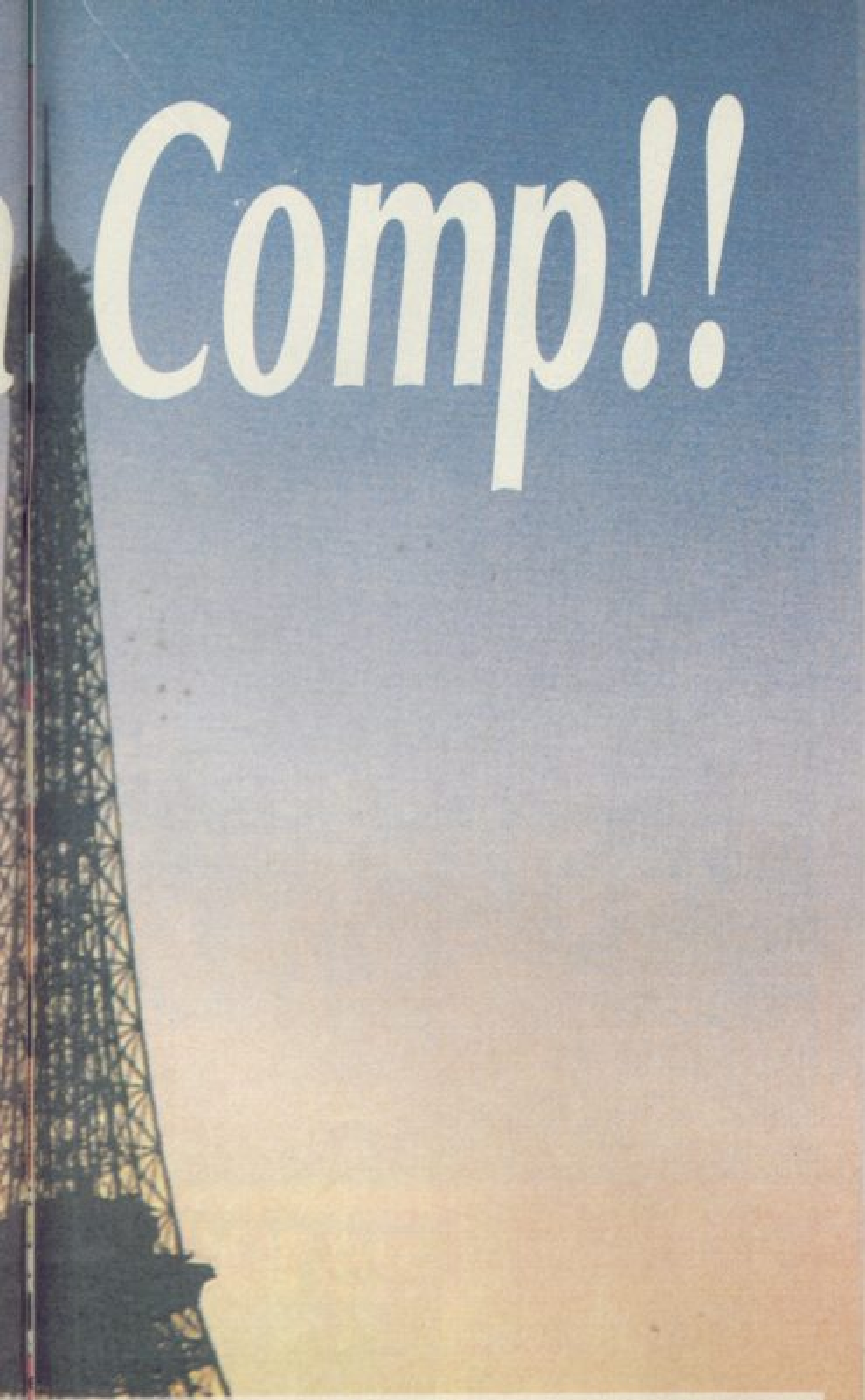
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ANSWERS TO QUESTIONS:

1)____________________

2)____________________

Comp!!













2) Who designed the Eiffel tower?

Put your answers on the coupon and send the completed entry to 'Allo, allo!' Chateau SU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Et zut alors, you could take your whole family on a trip to Paris!!

Rules of entry.
The editor's decision is final and no coresspondence will be entered into. No entries will be accepted from employees of EMAP, or US Gold and entry into this competition shows acceptance of the rules.

SPECIAL SHOW COUPON

If you're reading this at the show then you save yourself an enormous amount of trouble by just filling in the following form and popping it over to the SU stand where our willing gorgeous, pouting girlies, (and boysies) will make sure that your entries get into the SU Crew bag of holding. And if the eventual winner should come from a show entry, then the winner will receive 100's worth of Speccy software into the bargain!!! Wow! So scribble out your form now and get it over to the stand... It's the one that's seems to be made out of used magazine paper, (and probably is!!)

Name : ____________________

Address ____________________

____

____

The answer to the questions are

1) ____________________

2) ____________________

BUDGET

LABEL: Tengen/Hit Squad

MEMORY: 48K/128K

TAPE: £3.99

DISK: n/a



Garth: *All the fun of the fair but a little too wet for my likes. Not worth getting your ring wet for!*

Steve: *I'd rather inflate a pair of pyjama trousers in the local swimming baths and attempt to lifesave Bernard Manning than play this again!*

TOOBIN



Way to go, dudes! Check out this for a bizarre sport; riding in a rubber ring or inner tube along a raging river. You've got to be a major nutcase, right? Right - either that or one cool hombre.

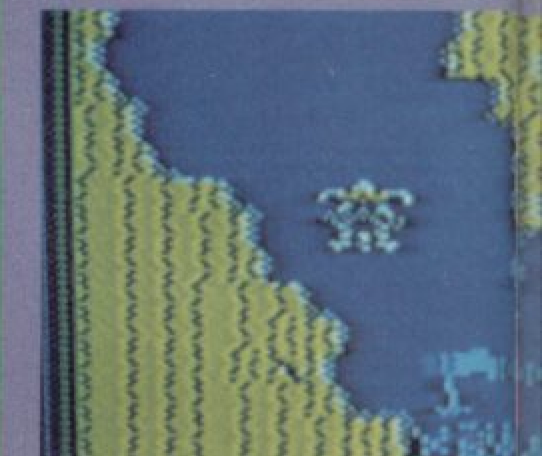
scores	
GRAPHICS	52
SOUND	65
PLAYABILITY	57
LASTABILITY	60
OVERALL Matt Regan	59%

Although I enjoyed the original coin-op, Toobin' just doesn't seem to work on the Speccy - or any other home computer for that matter. A rather weak game.

Toobin' is a conversion of the classic Tengen coin-op which can be played solo or with a chum. As the players traverse the waters they compete in Colorado, the Nile, the Amazon and, believe it or not, Mars! (In canals no doubt!) The heroes - Biff and Jet (I know, but they ARE American names) - guide their inner tubes through a series of obstacles, and gain points by lobbing Coke cans at targets along the shore, which isn't particularly friendly to the environment - eh readers?

Logs, branches and gun-toting locals seek to puncture the lads' enthusiasm, and a hungry alligator lurks behind them, eager to munch on any stragglers. Bonus points are awarded for swimming through poles.

This is a good idea that fails to translate well to the

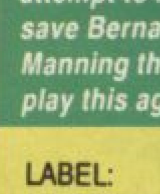


LABEL: Hit Squad

MEMORY: 48K/128K

TAPE: £3.99

DISK: n/a



Garth: *Up, up and away... or something like that. Vindicators is pretty damn wicked - give it a blast!*

VINDICATORS

Aliens of the Tangent Empire are invading Earth! Annoyed at being lumped in with the Sines (and even worse, the Cosines), the Tangents are wreaking havoc throughout the world and have established 14 space stations and guess who has to triangulate in on all the action.

You have the unenviable task of pushing this alien scum back to where they came from. The lads and lasses in the SR-88 Battle Tanks - the hardest, toughest machines in existence. They must destroy each of the 14 space stations, along with any other alien craft along the way.



Blast the alien oppressors to scrap!

Vindicators is a one or two-player game in which the task is, enjoyably enough, to eradicate everything you come across. The graphics are top-notch, with everything easily identifiable on the screen. It's those little graphical touches that make this work, and the sonic side of things isn't shoddy either.

If blasting's your thang, give this a bang. For less than the price of a book, you really can't go wrong with this - a simple idea executed in a high quality fashion.

Destroying things is my idea of a good time (you should see my desk), so Vindicators is just the ticket. It may not hold your interest forever, but whilst it does you'll have a hoot.



Can you make it to the door?



More of an obstacle course than an alie... youse all on! (Good job Aliens don't...



Paddle over the rapids for all your life!

Speccy - the graphics, for example, are diabolical. Still, fans of the coin-op might be interested now that it's on budget.



scores

GRAPHICS	85
SOUND	75
PLAYABILITY	88
LASTABILITY	77
OVERALL	85%

Matt Regan

If you can manage to pull yourself away from the amazing SWIV, your effort will be Vindicated. Graphics work very well and the sound puts you right in the driving seat.



an … alien space station. Come on, I'll take … n't … speak scouse! - Ed)

LABEL:
Hit Squad

MEMORY:
48K/128K

TAPE:
£3.99

Steve:
Rat-a-tat-a-tat! Not having seen this before (unlike some of the crumblier reviewers) I thought it should have been out for £12! Great gameplay and lots of action.



Is that a Chicago piano in your violin case or are you just a nasty gangster?

UNTOUCHABLES

What is an Untouchable? The yuckky yellow bit in the centre of a Cadbury's cream egg? A pair of three week old suede underpants belonging to hippy Steve?

No. It's a two year old Ocean game that originally scored a stonkin' great 95% when it was originally reviewed and therefore rates as one of the all-time greatest marks ever given out by SU.

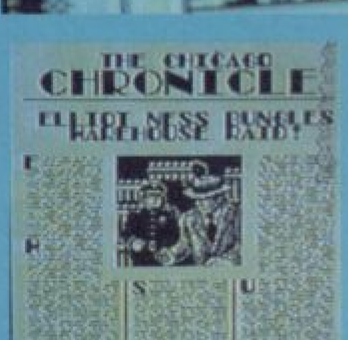
There are six stages to the game - each one involving a part of the original film - where you play the gun totin' role of Treasury Agent Elliot Ness. Your mission, bring Al Capone to justice by collecting evidence that will expose his tax frauds and thereby put him behind bars (the bloody bounder!)

Each stage is totally dependent upon your prowess with a gun and you'll have five different types of shooting scene, from leaping around boxes and following the arrows towards the evidence on level one, through good old shotgun shootouts, to having a six shooter and having to duck and dive in and out of cover as you take out the higher echelons of the gang.

The action is pacey, the graphics are great and sound is spot on. The only problem you'll have with Untouchables is taking your hands off it long enough to grab some social life!



These two really are untouchable!



Elliot! You're totally use-Ness

BEST SU BUDGET

scores

GRAPHICS	95
SOUND	85
PLAYABILITY	90
LASTABILITY	87
OVERALL	90%

Garth Sumpter

Untouchables was one of the best blasters on the market when it first apeared on Spectrum screens nearly two years ago. And it stands as a testement to greatness that it's still one of the best shoot 'em ups on the Spectrum today!

COIN OPS

There's plenty to get excited about in the arcades this month, from Pixies to Punks and back, via the Lilly Pond - John Cook nurses his sore fire button finger and brings you the low-down in the 'cades.

DD CREW

SEGA

DD Crew? Are we talking hip-hop, get down, rap 'till you crap stuff here? Naaaa - but we are talking about a quartet of tough guys, Buster, King, F.F. (now what can that stand for!) and Gung Ho (Fnarrrr) who are the goodies whose task it is to kick seven shades of nastieness into a video cabinet full of baddies.

Yes! We have horizontal scrolling, and we also have big sprites and luvverly bright and sparkley graphics. On the whole it looks pretty good and, luckily for all you school dummies out there, the control system doesn't need a Ph.D in Arcade machines in order to make your guy do the things that you want him to do - it's just a joystick and two fire buttons, with one to attack, one to jump and both together to use your, 'special attack'.

Nicely done by Sega, as you might expect, but the overall effect never quite captures the imagination. For a better beat 'em up, play Vendetta (reviewed herein) - but if you can't find one, DD Crew is a reasonable substitute.



ADDICT F

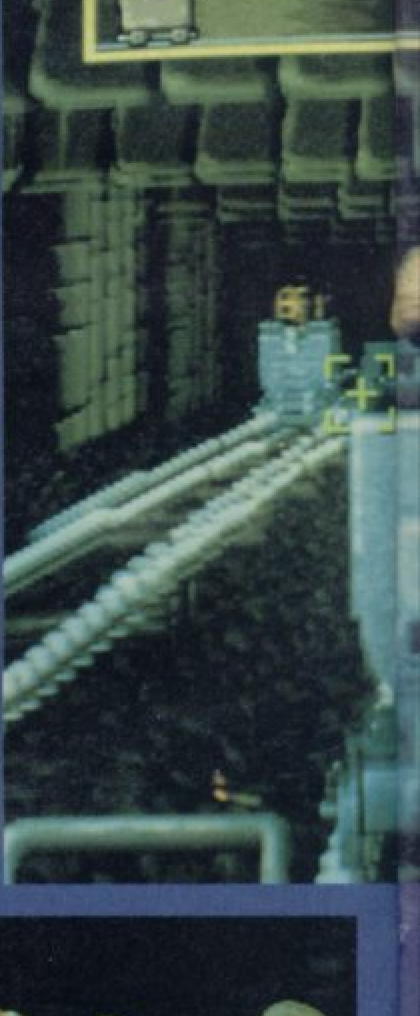
RAIL CHASE

SEGA

Remember that bit in Indiana Jones when they get into a mine cart and start hurtling through mine tunnels, that look strangely similar to a rollercoaster? Of course you do. Wanna play a game on a similar theme? Maybe? If so, then Rail Chase is your baby. Quite simply, you - or you plus a friend - are stuck looking out the front (or sometimes the back) of a mine truck that is steaming through the tunnels and what you have to do is shoot anything that moves, or that might block the track. The latter is very important, because you are being chased by some really serious trouble in the shape of boys wearing hockey masks - slow down too much and they catch up and start lobbing petrol bombs at you.

Not particularly demanding due to the limited control you have over your boy - but the technology is impressive. Also, if you play the sit-down version, your bottom gets vibrated and thrown around something rotten.

Avoid if you are have a predisposition to developing face-contorting piles, otherwise you must give this fun game a try!



ADDICT FACTOR 84

RABBIT

SEGA

OK - so most of us weren't even born when Sega released a game called Frogger nearly 10 years ago, but for those of us with long memories, old birth certificates or handy time machines can tell you that we all thought it was pretty neat, way back then. Well, it looks pretty silly now, but someone at Sega obviously has a soft spot for the thing, as they've released a new verison of the game, presumabably to celebrate the 10th anniversary.

Called Ribbit, it has the same controls as Frogger, in that all you do is move your fog around a playfield using the joystick. Nothing else. What you have to do is clear the screen of food (flies, what else!) while avoiding the perils that may hinder you.

On the more conventional screens, it's like crossing a road or a river. On the newer more imaginative screens, it's avoiding waves as they hit the sandy section of a beach.

Simple, not too demanding and fairly cute. If this is you, grab the joysick and go, go, go!



ADDICT FACTOR 78



FACTOR 71



BLADE WARRIOR

IREM

Irem are specialists at the sci-fi horizontal scroller, right? Thousands of Spaceships, Millions of Bullets, Total Sensory Overload. Their last release, Gunforce, (reviewed last issue) only underlined that - but now we have Blade Warrior, which is that little bit different. Think of Golden Axe, but with more sophisticated graphics and you won't go very far wrong. Irem still have a long way to go in the scenario department - the protagonists being called Roy and Arnold...something like that anyway. They are charged with the task of rescuing Arnold's Sister (Fred's Girlie) from the bad guys - standard stuff, but the implementation will draw you into it. Very well done - it's a real change for Irem - rather like Walt Disne producing a film called 'Sex Slaves of Basildon.' Whatever next - Toaplan doing a cutsie bunny game, perhaps?



ADDICT FACTOR 82

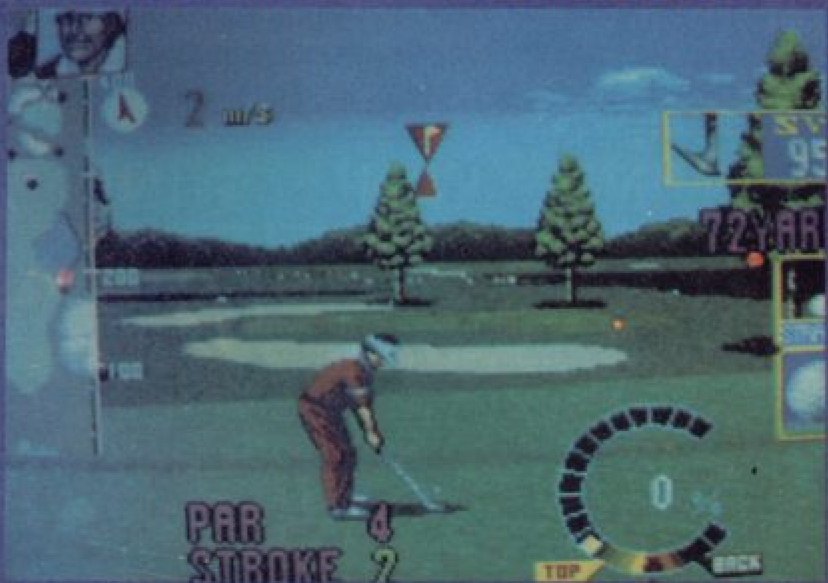
GOLFING GREATS

KONAMI

Been watching the golf on telly at all this summer? Dead easy, isn't it? Isn't it? Not last time I was on a putting green, actually - when my Mum beat me in a playoff at the 19th hole. Still - if you can't do it for real, (kick sand in tough guy's faces, blast aliens, drive police cars off the road) you might as well give it a try in a video game, eh? And Golfing Greats if one of the best golf games around.

It's funny, Konami have got all tihs sexy hardware that lets them do all sorts of weird things in sprites, only they don't see to use it properly in their action games - see Overdrive as an example. But in Greats, the effects are fab, as you get these flying camera style views of the action and super-smooth scrolling.

The control system is simple enough, the feel of the thing most realistic and you should find a round or two, overall, most satisfying. My advice would be to take a five iron and go for it!



ADDICT FACTOR 85

VENDETTA

Now this is *THE* four player beat-em up to play this Summer. Storyline - the Dead-End Gang have kidnapped your girlie, Kute Kate, coz there're fed up with your good guy antics. So you, Hawk and your three mates are gonna have to do something about it, OK!

So what're you gonna do? Ring out for a pizza and invite the Dead-End boys around to discuss the matter in a frank and adult manner? Ask your solicitor to send letters remonstrating strongly with them. Challenge them to a game of Happy Families, double or quits? Or after you've thought it out, doesn't it seem best to just settle for smashing their ruddy teeth down their their throats?

This you do, as you horizontally scroll across an inovative cityscape. The graphics really do create a menacing atmosphere and although the sprites are not a big as in some other games, the variety of animation you get when you perform the various moves is a real treat.





You know the stuff - lay into the cannon fodder and deal with the end-of-level Boss character. Standard scenario here, but great implimentation. If you want a good multi-player beat-em up - Vendetta is as good as you can get right now!

ADDICT FACTOR 87



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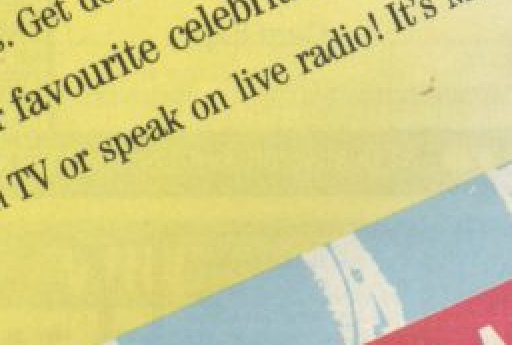
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BELINDA CARLISE THE RUNAWAY VIDEOS

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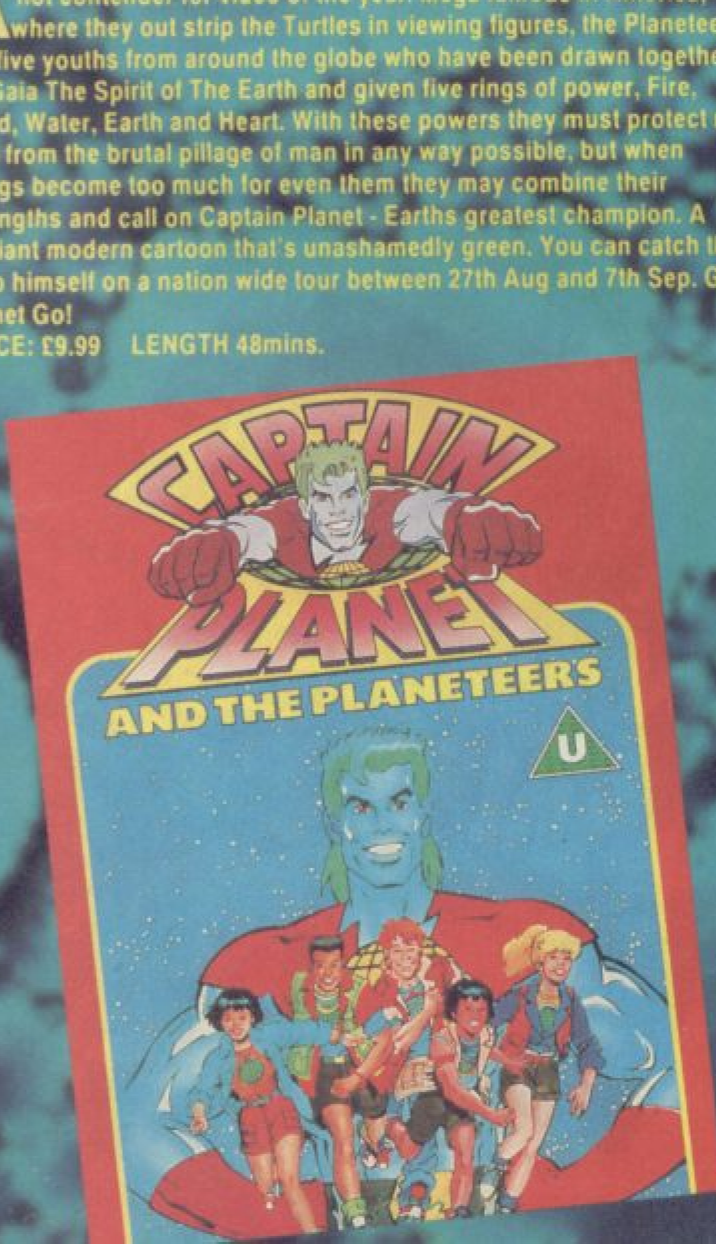
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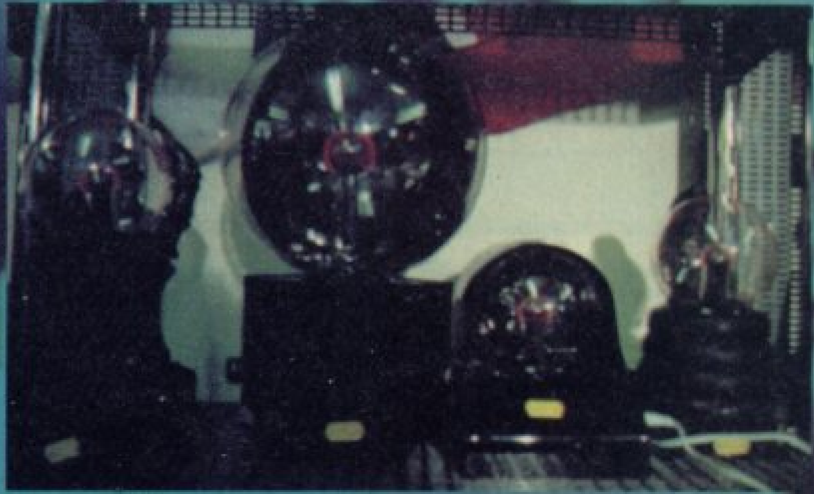
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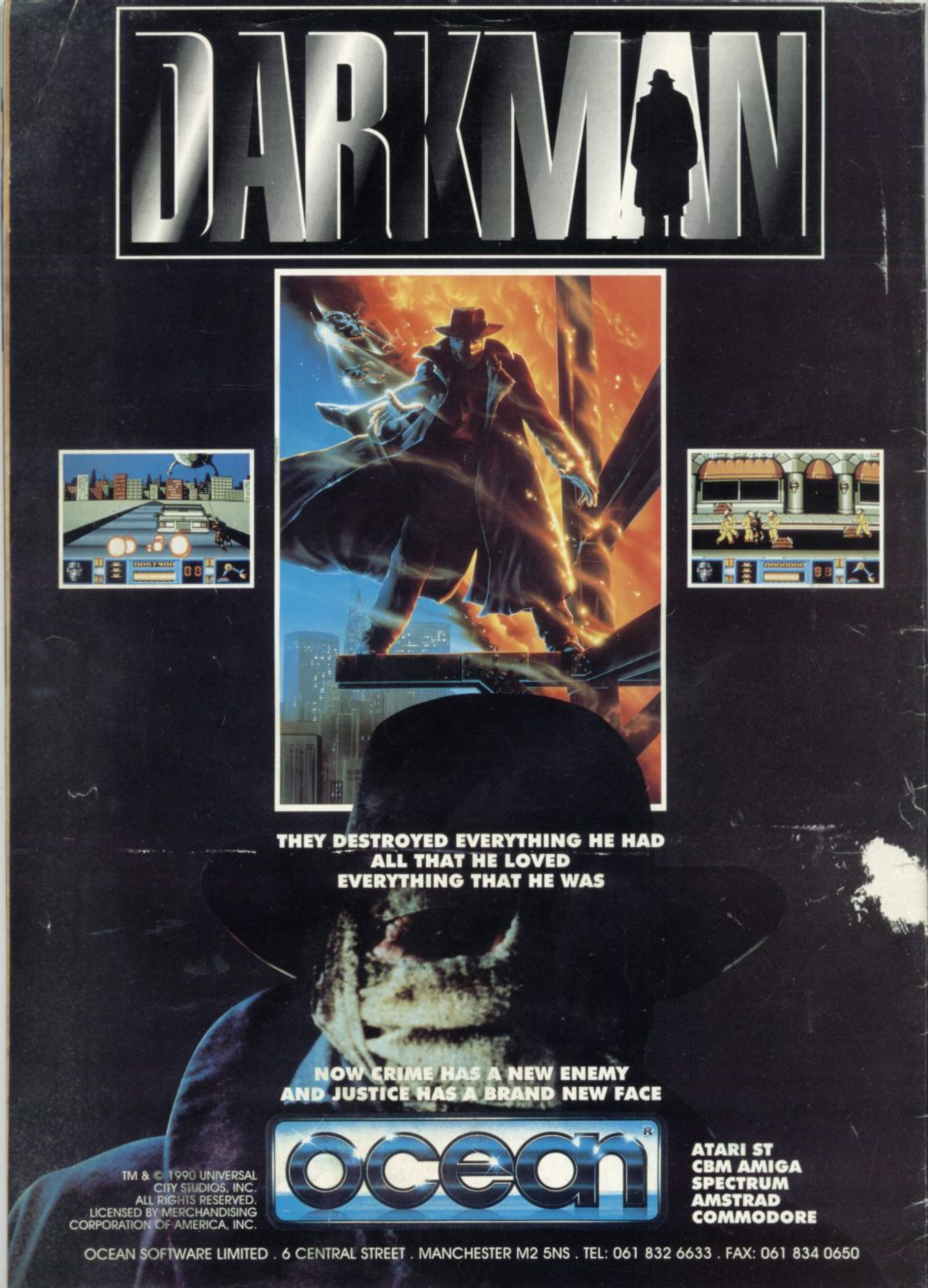
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Death Chase	❑				
Draconus	❑		❑	❑	
F1 Tornado	❑	❑			
Fantastic Soccer			❑	❑	
Full Throttle 2	❑				
Full Throttle	❑				
Jasper	❑				
Jocky Wilson's Darts	❑	❑	❑	❑	❑
Kick Box Vigilante	❑		❑		
Las Vegas Casino	❑	❑	❑	❑	
Mazie		❑			
Mirax Force				❑	
Mountain Bike Racer	❑		❑	❑	
Ninja Commando	❑	❑	❑	❑	
Para Academy	❑	❑	❑		
Para Assault Course	❑	❑	❑		
Phantom				❑	
Pro Go Kart Simulator	❑				
Psi-Droid			❑		
Rally Simulator	❑	❑	❑		
Sidewinder				❑	
Spaghetti Western	❑	❑	❑		
Speed Ace				❑	
Turbo Skate Fighter	❑				
World Soccer	❑	❑	❑	❑	❑
Zybex	❑		❑	❑	

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